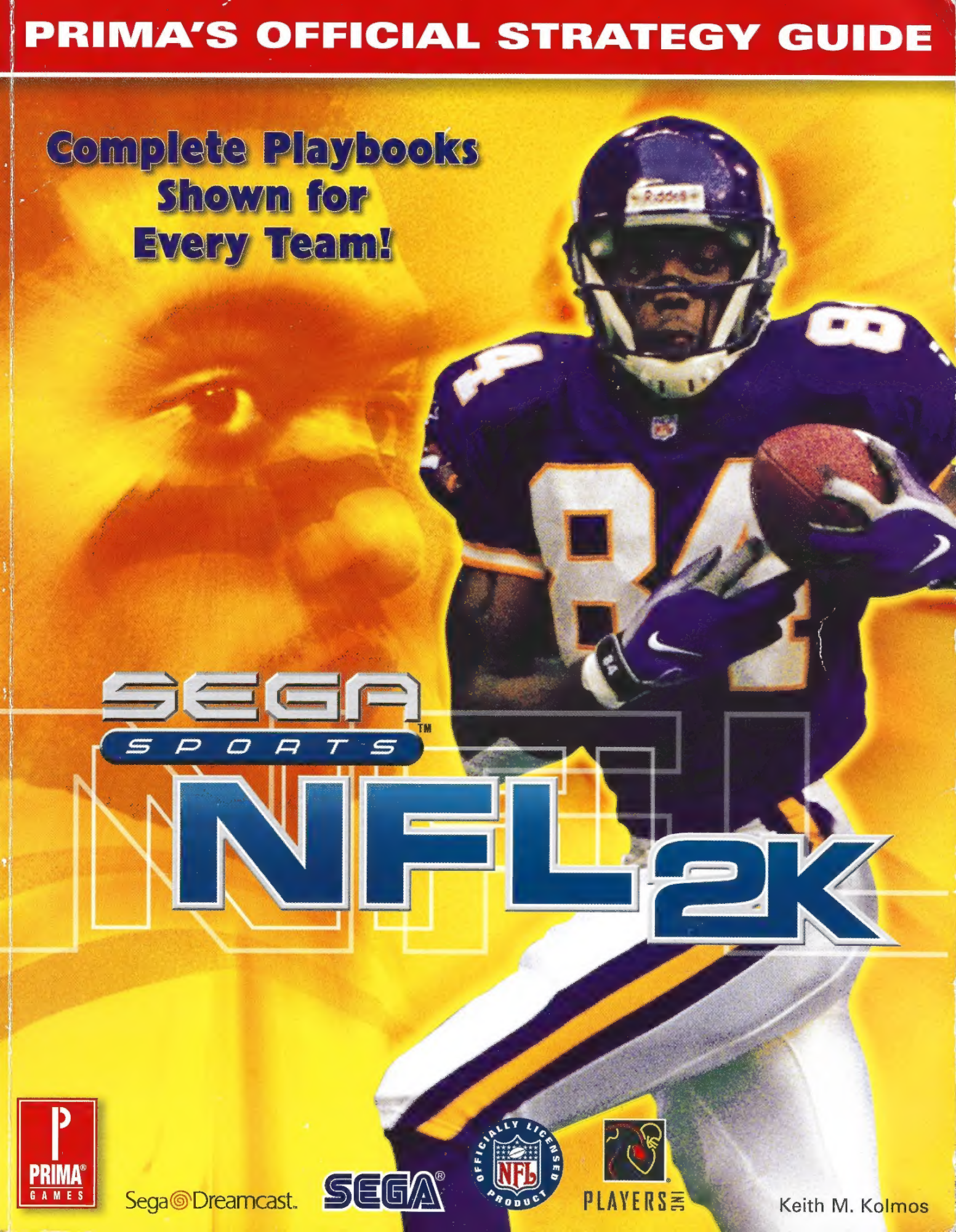
PRIMA'S OFFICIAL STRATEGY GUIDE

Complete Playbooks Shown for Every Team!

SEGA SPORTS NFL 2K



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Sega Dreamcast

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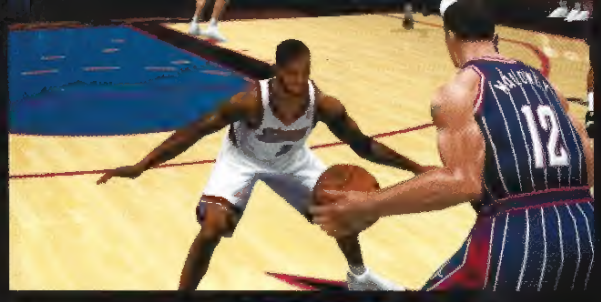
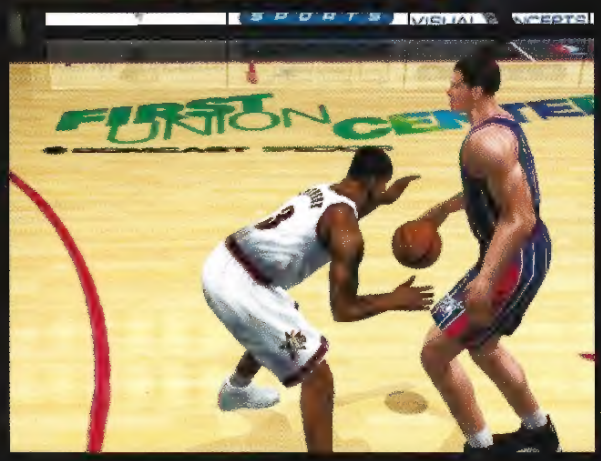
OFFICIALLY LICENSED NFL PRODUCT

PLAYERS INC

Keith M. Kolmos





IVERSON LEARNS FROM YOUR MISTAKES.

APPARENTLY, THAT'S A FULL TIME JOB.

Sega Dreamcast.
IT'S THINKING

>//07.

SEGA SPORTS™
NBA 2K

— Twenty-nine teams throw down in 28 arenas with 1300 motion-captured moves, actual NBA coaches' playbooks and jawdropping action down to hand signals, tattoos and sneaker squeaks. Microwaves don't get this hot, son.

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SEGA™ SPORTS NFL 2K

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WHAT'S INSIDE

Introduction 2
Gameplay Basics 4
Offense 9
Defense 18
Special Teams 25
Core Offensive Plays 28
Core Defensive Plays 43
The Teams
- 49ers 56
- Bears 60
- Bengals 64
- Bills 68
- Broncos 72
- Browns 76
- Buccaneers 80
- Cardinals 84
- Chargers 88
- Chiefs 92
- Colts 96
- Cowboys 100
- Dolphins 104
- Eagles 108
- Falcons 112
- Giants 116
- Jaguars 120
- Jets 124
- Lions 128
- Packers 132
- Panthers 136
- Patriots 140
- Raiders 144
- Rams 148
- Ravens 152
- Redskins 156
- Saints 160
- Seahawks 164
- Steelers 168
- Titans 172
- Vikings 176

Player Stats 180
Fantasy Draft 188
The Play Editor 190
Codes 192

KEITH M. KOLMOS

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SEGA™ SPORTS

NFL 2K

INTRODUCTION

WELCOME TO *NFL 2K: PRIMA'S OFFICIAL STRATEGY GUIDE.*

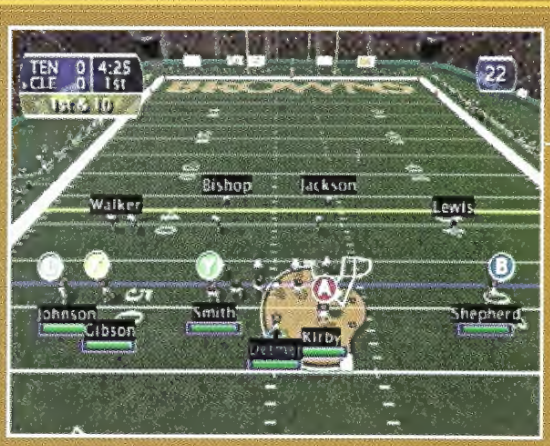
NFL 2K IS THE FIRST FOOTBALL GAME AVAILABLE FOR THE SEGA DREAMCAST, AND YOU COULDN'T ASK FOR ANYTHING BETTER. THE GRAPHICS ARE STUNNING AND THE PRESENTATION MAKES IT FEEL LIKE YOU'RE ACTUALLY WATCHING A REAL NFL GAME. ALL THE TEAMS, PLAYS, AND STADIUMS ARE THERE—IT'S EVERYTHING YOU EVER WANTED IN A FOOTBALL GAME. YOU CAN PLAY IN EXHIBITION, TOURNEY, SEASON, PLAYOFFS, AND FANTASY MODES. YOU EVEN GET A PRACTICE MODE SO YOU CAN BRUSH UP ON ALL OF THE PLAYS BEFORE YOU TAKE THE FIELD. AND SPEAKING OF PLAYS, THERE ARE MORE THAN 500 OF THEM TO CHOOSE FROM. IF THAT'S NOT ENOUGH, *NFL 2K* HAS A PLAY EDITOR SO YOU CAN MAKE YOUR OWN.

THIS GUIDE COVERS EVERY PLAY AND EVERY PLAYER, PLUS STRATEGIES AND TIPS FOR BEATING UP ON THE COMPUTER AND YOUR FRIENDS. SO PUT ON YOUR PADS AND SNAP YOUR CHINSTRAP. THIS IS FOOTBALL.

NFL 2K HAS VISUALLY AMAZING IMAGES, BUT IT'S MORE THAN JUST A PRETTY PICTURE, IT'S ONE HECK OF A FOOTBALL GAME.

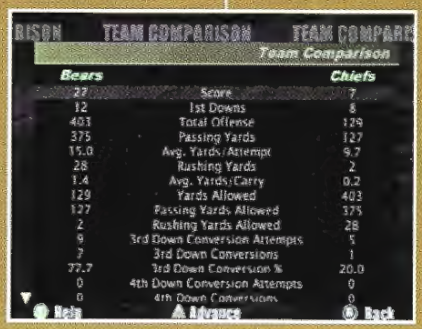
CHOOSE FROM MORE THAN 500 PLAYS.

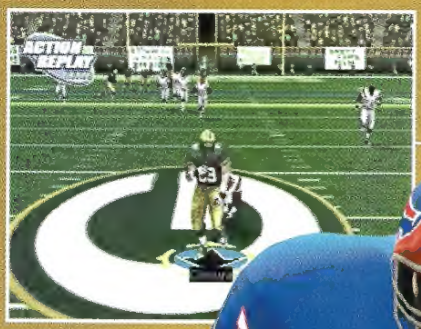
YOU CAN ALSO VARY RAIN AND WIND CONDITIONS FOR ALL OF THE REALISM YOU COULD WANT.



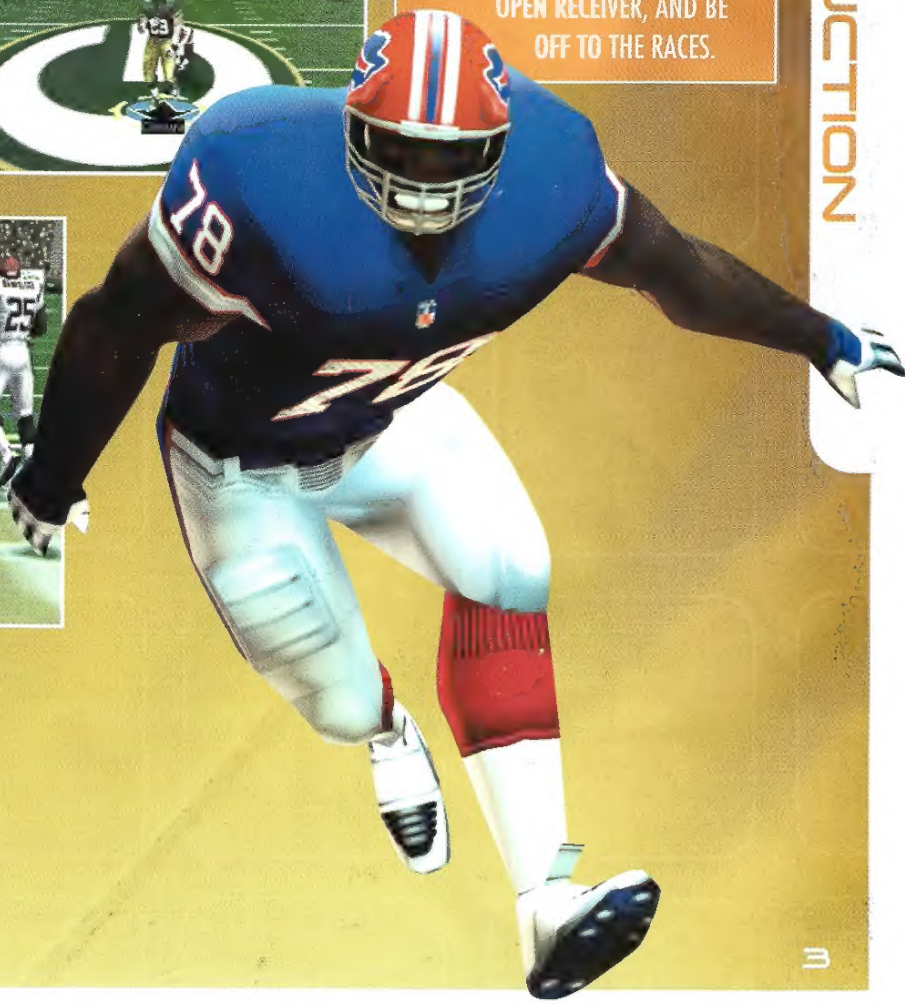
BEFORE THE SNAP YOU GET TO SEE THE BUTTON ASSIGNMENTS FOR ALL THE RECEIVERS AND THE NAMES OF THE DEFENDERS, SO YOU CAN KNOW WHOM TO AVOID IN COVERAGE.

ALL THE STATS ARE IN THE GAME TOO. BREAK DOWN THE NUMBERS ANY WAY YOU WANT.





SO DROP BACK TO PASS, HIT THE OPEN RECEIVER, AND BE OFF TO THE RACES.



IT'S TOUCHDOWN TIME, SO CELEBRATE A LITTLE.

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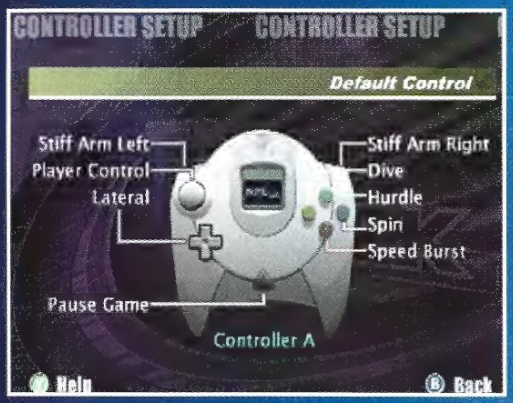
NFL 2K

GAMEPLAY BASICS

THIS BOOK COVERS EACH OF THE MAJOR PARTS OF THE GAME OF FOOTBALL: OFFENSE, DEFENSE, AND SPECIAL TEAMS. BUT YOU'LL NEED TO KNOW SOME THINGS TO NAVIGATE YOUR WAY IN AND AROUND *NFL 2K*. YOU CONTROL THE WEATHER, THE PLAY CALLING, AND THE DIFFICULTY OF THE GAME. READ OVER THESE PAGES TO GET THE HANG OF IT BEFORE YOU GET DOWN TO THE SPECIFICS OF THE GAME.



CONTROLLER

THE DREAMCAST HAS A DIGITAL PAD AND AN ANALOG STICK, AND THE GAME ALLOWS YOU TO USE BOTH OF THEM. THE GAME HAS A LITTLE GLITCH IN MULTIPLAYER GAMES WITH THE DIGITAL PAD. IF ONE OF THE PLAYERS USES THE DIGITAL PAD, Ⓐ WILL NOT WORK ON CERTAIN MENUS (MOST NOTABLY WHEN CALLING TIMEOUTS). SO STICK WITH THE ANALOG STICK IN MULTIPLAYER GAMES.

WATCH OUT FOR THE DIGITAL PAD, I'VE USED IT ON THE PLAY SELECT SCREENS, ONLY TO FORGET TO SWITCH TO THE ANALOG STICK ONCE THE PLAY HAS STARTED. ON OFFENSE, THAT CAUSES THE QB TO THROW THE BALL AWAY! SO JUST USE THE ANALOG STICK.

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PLAY CALLING

HIDDEN PLAY CALLING

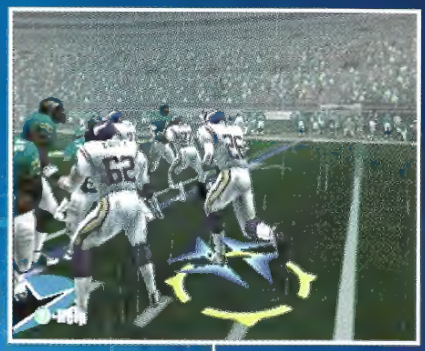
WITH THE OPTIONAL VMU, YOU CAN CALL YOUR PLAYS OFFSCREEN SO YOUR OPPONENT CAN'T SEE WHAT YOU'RE CALLING. IF YOU DON'T HAVE A VMU, YOU CAN USE BLUFF MODE TO KEEP YOUR OPPONENT GUESSING. IF YOU HOLD Ⓐ RATHER THAN TAP IT ON THE PLAY SELECT MENU, YOUR TEAM PICKS THE ORIGINAL PLAY YOU WERE ON, BUT THE MENUS STAY UP ALLOWING YOU TO SCROLL AROUND AND DECEIVE THE OTHER PLAYER.

USE THE ANALOG STICK TO NAVIGATE THE MENUS WHEN SELECTING YOUR PLAY.

THE GAME SHOWS YOU HOW THE PLAY DEVELOPS ON SCREEN.

WEATHER

FOG OBSCURES YOUR VIEW DOWNFIELD. YOU'LL HAVE TO KEEP A SHARP EYE OUT FOR THE OPEN RECEIVER.



WHEN FIELD CONDITIONS DETERIORATE, KEEP THE BALL ON THE GROUND. A SOLID RUNNING GAME WILL HELP IN THE RAIN.

THE WIND AND RAIN CAN MAKE PASSING DIFFICULT …

… BUT ONCE THE PASS IS COMPLETE, YOU HAVE THE POTENTIAL FOR BIG GAINS. THE FOOTING IS AS EQUALLY SLIPPERY FOR THE DEFENSE: CUTTING BACK TO THE BALL IS HARD ON THE DEFENDERS AND THE SHAKY GROUND CAN GIVE YOU AN EXTRA STEP.

SNOW IN TAMPA BAY? HEY ANYTHING CAN HAPPEN WHEN YOU HAVE CONTROL OVER THE WEATHER. TO GET SNOW, TURN THE TEMPERATURE BELOW FREEZING AND TURN THE PRECIPITATION UP. PLAYING IN THE SNOW IS A LOT LIKE PLAYING IN THE RAIN …

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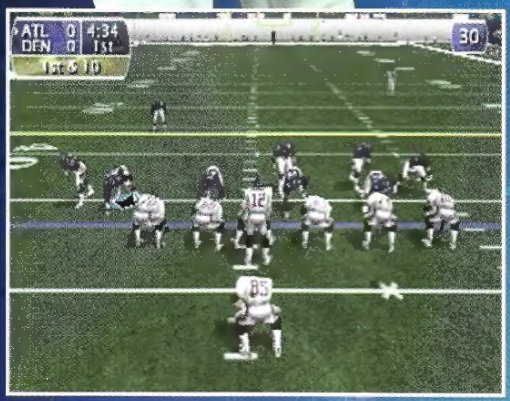
... KEEP THE BALL ON THE GROUND. BUT IF YOU HAVE TO THROW THE BALL, GET YOUR RECEIVER'S HANDS UP (Ⓨ) TO MAKE THE GRAB.

HIGH WINDS AFFECT THE KICKING GAME TOO. MAKE SURE YOU TAKE THE WIND INTO CONSIDERATION (THE LITTLE ICON IN THE LOWER RIGHT CORNER) SO YOU CAN LINE THE KICK UP CORRECTLY.

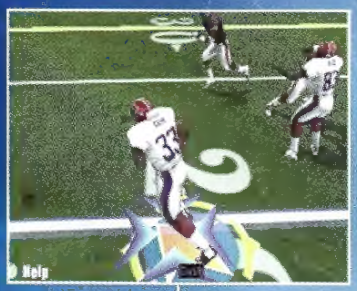


FIELD MARKERS

NFL 2K HAS A LOT OF PRETTY NICE FEATURES. ONE OF THE ADDED LITTLE BONUSES IS THE FIRST DOWN MARKER (THE YELLOW LINE) AND THE LINE OF SCRIMMAGE (THE BLUE LINE). YOU'LL ALWAYS KNOW HOW FAR YOU HAVE TO STRUGGLE FOR THAT FIRST DOWN.

CHARGING UP

HOLDING DOWN Ⓐ CAUSES THE PLAYER THAT YOU CONTROL TO CHARGE UP. ONCE YOU GET A FULL CHARGE (THE ARROW UNDERNEATH YOUR PLAYER WILL BE FULLY ORANGE), YOU WILL BE AT MAXIMUM EFFECTIVENESS. ON OFFENSE, THE NEXT MOVE YOU MAKE (LIKE A SPIN MOVE OR A STRAIGHT-ARM) HAS THE BEST CHANCE OF WORKING. ON DEFENSE, BEING CHARGED UP GIVES YOU A BETTER CHANCE OF CAUSING A FUMBLE.



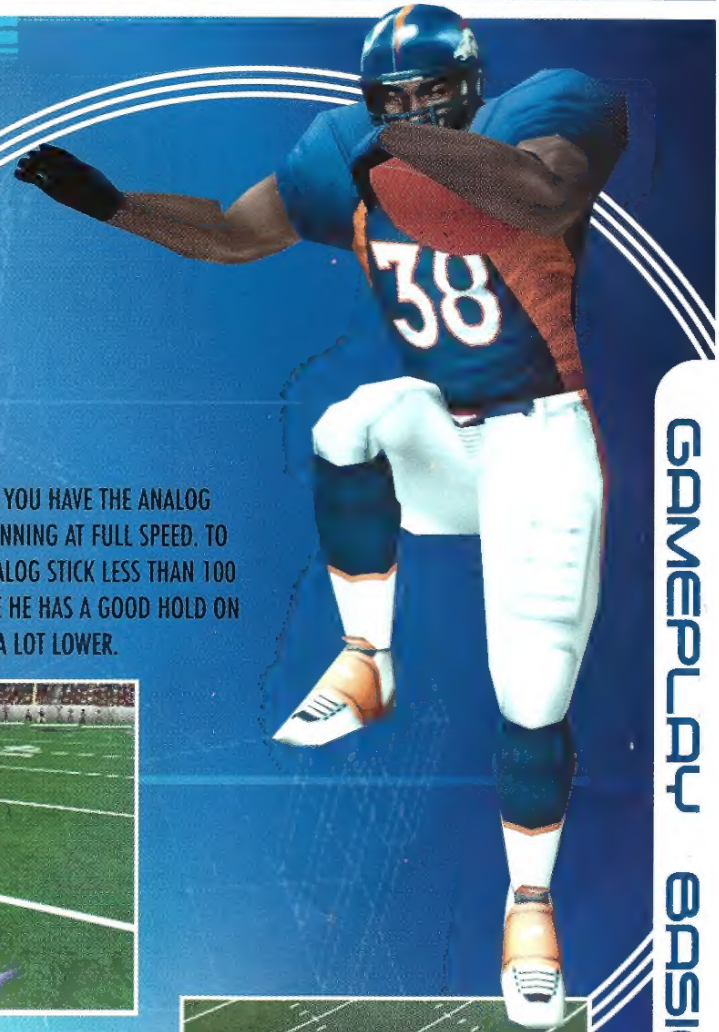
CHARGING UP (SEE THE FULL ORANGE ARROW BENEATH THE RUNNING BACK HERE) MEANS THAT YOUR PLAYER IS READY ...

... TO TAKE ON THE DEFENDER. HERE THE RUNNING BACK SHREDS THE DEFENDER WITH A CHARGED UP STRAIGHT-ARM.

WITH THE DEFENDER CHARGED UP, THERE IS A GREATER CHANCE THE BALL WILL POP OUT FOR A FUMBLE.

CHARGING UP ON D CAN ALSO GIVE YOU THAT LITTLE EXTRA EDGE TO STOP THE OFFENSE ...

. . . JUST SHORT OF THE TOUCHDOWN.



FEATHERING THE STICK

WHEN YOU HAVE THE BALL THERE IS ALWAYS A CHANCE OF FUMBLING IT. WHEN YOU HAVE THE ANALOG STICK FULLY IN ANY DIRECTION, YOUR BALL CARRIER IS CONCENTRATING ON RUNNING AT FULL SPEED. TO MINIMIZE THE CHANCE OF A FUMBLE, FEATHER THE STICK. BY HOLDING THE ANALOG STICK LESS THAN 100 PERCENT IN THE DIRECTION YOU WANT TO RUN, THE BALL CARRIER MAKES SURE HE HAS A GOOD HOLD ON THE BALL. YOU CAN STILL FUMBLE WHEN YOU DO THIS, BUT THE CHANCES ARE A LOT LOWER.

WHEN YOU ARE IN THE OPEN FIELD, PEG THE ANALOG STICK IN THE DIRECTION YOU WANT TO GO.

BUT WHEN YOU ARE IN TRAFFIC, FEATHER BACK A LITTLE TO REDUCE THE CHANCE OF A FUMBLE.

PASSING ICONS

ONCE THE BALL IS IN THE AIR, THREE PASSING ICONS APPEAR ON THE FIELD. WHAT DO THEY MEAN? THE FIRST INDICATOR (THE YELLOW ONE) IS THE EARLIEST SPOT THAT EITHER THE INTENDED RECEIVER OR THE DEFENDER COULD MAKE A PLAY ON THE BALL. THE SECOND ICON (THE BLUE ONE) IS THE OPTIMUM SPOT FOR CATCHING THE BALL. YOU WANT TO BE STANDING RIGHT ON THIS INDICATOR FOR HOOK ROUTES (WHERE THE RECEIVER TURNS TO FACE THE QB). THE FINAL ICON (THE RED ONE) IS THE LAST SPOT YOU CAN CATCH OR INTERCEPT THE BALL. CATCHING IT HERE MEANS A SHOESTRING GRAB AND WILL MINIMIZE RAC (RUN AFTER CATCH).

ON OFFENSE, BE PRESSING Ⓨ AS YOU HIT THE FIRST ICON SO YOU CAN CATCH THE BALL IN STRIDE FOR A BIG RUN. ON DEFENSE, YOU WANT TO GET TO THAT FIRST ICON (THE YELLOW ONE) AND GET YOUR HANDS IN THE AIR. TURNING TO FACE THE QB MAXIMIZES YOUR CHANCES OF AN INTERCEPTION.

GET TO THE YELLOW ICON ON THE FIELD, TURN TO FACE THE QB, AND PRESS Ⓨ FOR THE BEST CHANCE OF INTERCEPTING THE PASS.

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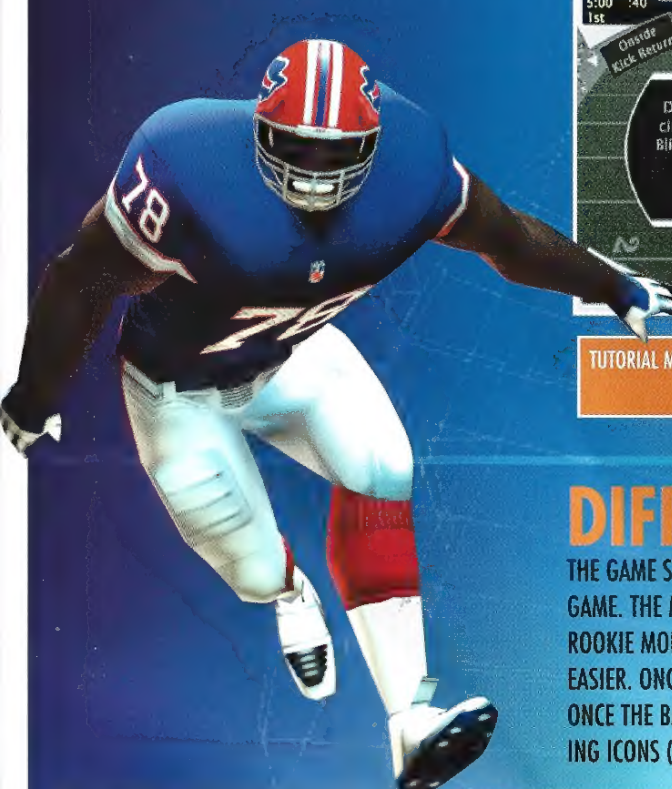
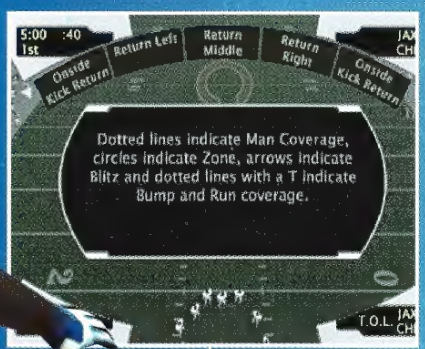
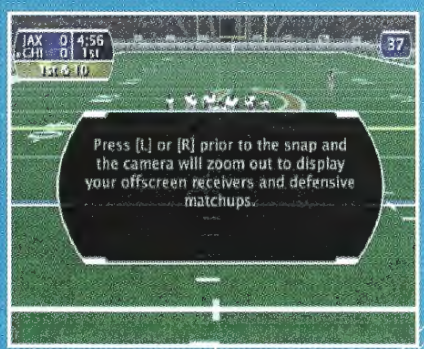
TUTORIAL MODE

NFL 2K HAS A GREAT LITTLE FEATURE CALLED TUTORIAL MODE. BASICALLY IT'S JUST LIKE A NORMAL GAME, BUT YOU GET ALL OF THESE GREAT TIPS TO TEACH YOU HOW TO PLAY THE GAME. YOU OWE IT TO YOURSELF TO PLAY AT LEAST ONE TUTORIAL MODE GAME, EVEN IF YOU ARE AN EXPERT FOOTBALL PLAYER. IT'S FULL OF TIPS AND EXPLANATIONS OF THE CONTROLS.





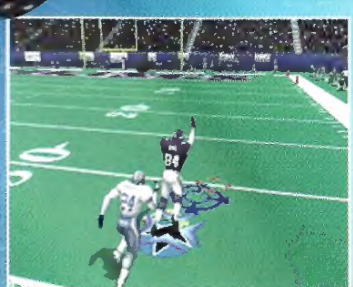
TUTORIAL MODE IS JUST LIKE A NORMAL GAME ...



... BUT IT'S FULL OF HINTS AND SUGGESTIONS LIKE THESE.

DIFFICULTY SETTINGS

THE GAME STARTS YOU OFF IN ROOKIE MODE, AND THAT'S FINE FOR WHEN YOU ARE LEARNING THE GAME. THE MOST NOTABLE DIFFERENCE BETWEEN THE SKILL LEVELS IS THE PASSING GAME. IN ROOKIE MODE, THE DEFENDERS ARE REALLY WEAK IN THE SECONDARY, MAKING PASSING A TON EASIER. ONCE YOU BUMP THE DIFFICULTY UP TO PRO OR ALL-PRO, PASSING IS A LITTLE TRICKIER. ONCE THE BALL IS IN THE AIR, TAP Ⓑ TO GET CONTROL OVER THE RECEIVER AND RUN TO THE PASSING ICONS (EXPLAINED ABOVE) AND GET YOUR HANDS IN THE AIR Ⓨ TO MAKE THE CATCH.



ONCE THE BALL IS IN THE AIR ...

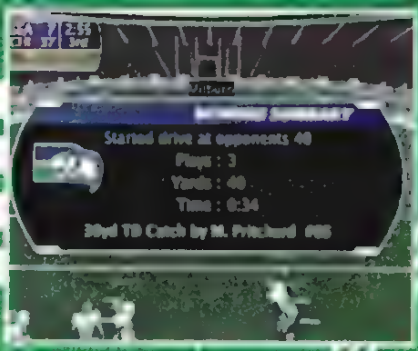
... TAP Ⓑ TO GET CONTROL OF THE INTENDED RECEIVER. RUN TO THE PASSING ICONS ON THE FIELD ...

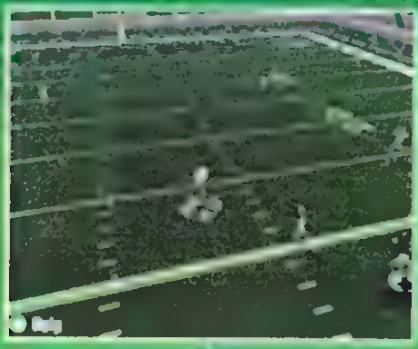
... AND GET YOUR HANDS INTO THE AIR TO MAKE THE GRAB.

BY CATCHING THE BALL AROUND THE MIDDLE ICON (THE BLUE ONE), YOUR RECEIVER GETS THE BALL IN STRIDE AND CAN GAIN LOTS OF EXTRA YARDS AFTER THE CATCH.

OFFENSE

LET'S START THE BALL ON OFFENSE. SCORING IS THE OBVIOUS GOAL, BUT THERE'S MORE TO IT THAN THAT. THREE-PLAY DRIVES ARE NICE, BUT THEY ONLY TAKE 35 SECONDS OFF THE CLOCK AND YOUR OPPONENT NOW HAS THE BALL WITH PLENTY OF TIME. IT'S BETTER TO MAKE IT A 12-PLAY DRIVE AND CHEW A COUPLE OF MINUTES OFF THE CLOCK. MIX UP YOUR PLAY SELECTING AND YOU'LL BE ON TOP AT THE END OF THE GAME.





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NFL 2K

FORMATIONS

TRIPS

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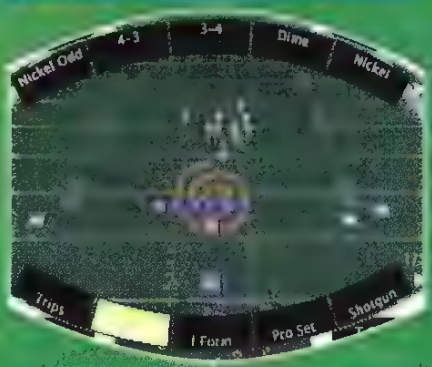
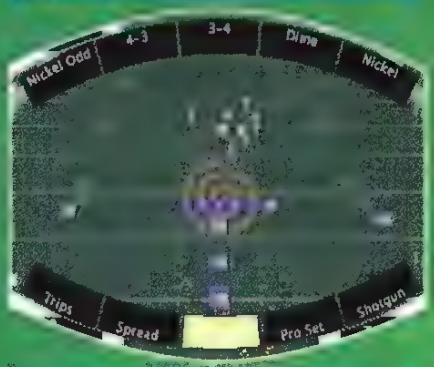
SPREAD



A WIDE-OUT ON EACH SIDE OF THE LINE, PLUS A RECEIVER IN THE RIGHT SLOT AND A TIGHT END ON THE LEFT.

I FORM



A POWER RUNNING FORMATION WITH THE FULL-BACK ACTING AS A LEAD BLOCKER FOR THE HALF-BACK.

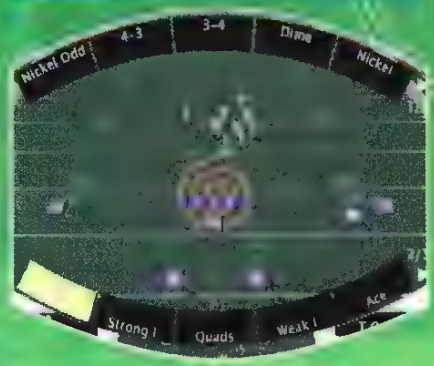
PRO SET

[illegible]

SHOTGUN

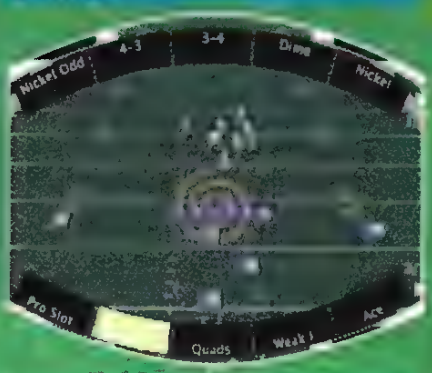
THE QB LINES UP 7 YARDS OFF THE LINE OF SCRIMMAGE. NORMALLY A PASSING PLAY, THIS FORMATION GIVES THE QB EXTRA TIME TO FIND THE OPEN MAN.

PRO SLOT



INSTEAD OF A TIGHT END, THIS FORMATION GIVES YOU A WIDE RECEIVER LINED UP IN THE SLOT. THIS GIVES YOU THE ADVANTAGE OF A FASTER TARGET.

STRONG I



QUADS

WEAK I

SIDE OF THE TIGHT END.

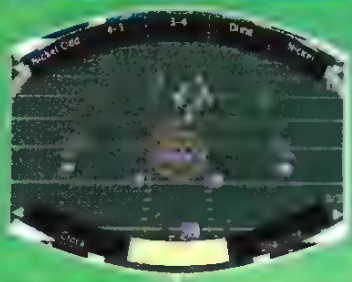
ACE

YOU NEED TO RUN THE BALL OR WHEN IN SHORT PASSING SITUATIONS.

CLOCK

BEHIND) OR YOU CAN TAKE A KNEE TO KEEP THE CLOCK RUNNING (WHEN YOU ARE LEADING).

SPECIAL



GOAL LINE

DEFENSE

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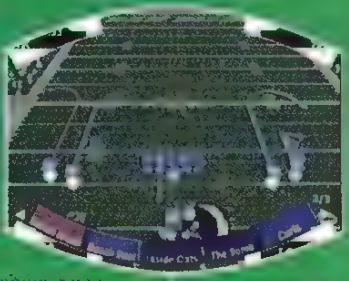
OFFENSIVE BASICS

PLAY SELECTION

- Mix up your plays. Split the number of running and passing plays evenly. You'll take some time off the clock and wear down your opponent.
- Run the ball more in the first half, so the defensive linemen get tired and worn down. The defensive backs will start to cheat by looking for the run. Now that the defense is set up, fire a bomb like Shotgun/All Streaks. Your receiver will be behind the defense and in the open for the score.
- Don't call the same play over and over again. The game has more than 500 plays to choose from. Use them. Calling the same play repeatedly will get you eaten alive.

NEED HELP PICKING A PLAY? FROM THIS SCREEN, TAP Ⓐ.



THIS HAS THE GAME RECOMMEND A PLAY FOR YOU. DON'T BE SHY, TRY OUT ALL OF THE PLAYS IN YOUR ARSENAL.

WATCH WHERE THE SAFETY IS BEFORE YOU THROW THAT PASS. HERE THE FREE SAFETY FOR THE BEARS, TONY PARRISH, IS DOUBLE COVERING THE INTENDED RECEIVER AND SWATS THE PASS AWAY.

MIX UP YOUR PLAYS AND KEEP THE AI GUESSING. YOU'LL CATCH THE COMPUTER IN THE WRONG COVERAGE, AND YOU'LL END UP WITH SIX POINTS.

AUDIBLES

Read the defense. As your quarterback approaches the line, look over the defense. If the computer (or your friend for that matter) has guessed right, switch up the play. There's no point running a halfback sweep to the right if the defense is stacked over on that side. Press Ⓨ to bring up your audible menu and switch the play by pressing Ⓐ, Ⓑ, or Ⓧ to change the play.

1st-ON, THE DEFENSE HAS THE LINEBACKERS STACKED ON THE LINE ON THE RIGHT-HAND SIDE, IN A PERFECT SETUP TO STOP THE HALFBACK SWEEP THAT THE OFFENSE CALLED.

TIME FOR AN AUDIBLE. PRESS Ⓨ TO BRING UP THE AUDIBLE MENU.

TURN A BAD SITUATION INTO A POSITIVE ONE. HERE THE FLY ROUTES PRODUCED AN OPEN MAN DOWN THE RIGHT-HAND SIDE OF THE FIELD …

… FOR THE SCORE. WAY TO GO!

RUNNING THE BALL

RUN THE FOOTBALL! YOU COULD WIN THE GAME WITH 0 RUNNING YARDS, BUT THE SCORE IS GOING TO BE LIKE 90-64, AND THE GAMES WILL TAKE FOREVER! THE CLOCK STOPS ON AN INCOMPLETE PASS, SO MIXING IN SOME RUN PLAYS WILL KEEP THE CLOCK MOVING AND THE GAME WILL END SOONER.

RUNNING INSIDE

TO BLOW THROUGH THE GAP AND GAIN THE YARDAGE

BLOCK FROM A RECEIVER DOWNFIELD. USE YOUR BASIC STRATEGIES: HURDLE (Ⓨ), SPIN (Ⓑ), STRAIGHT-ARM (L OR R), SHOULDER CHARGE (L AND R) AND DIVE (Ⓧ) TO GET THE FIRST DOWN.

RUNNING OUTSIDE

CORNER IN A HURRY. A SPEED BURST (Ⓐ) WILL GET YOU THERE.

YOU DOWN AT ALL YOU'LL BE IN TROUBLE.

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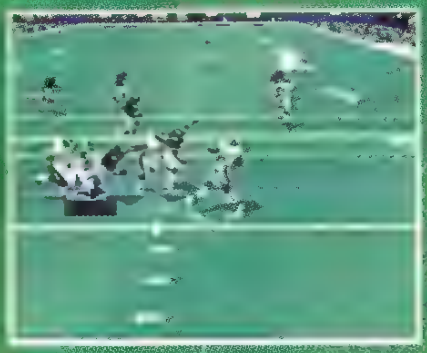

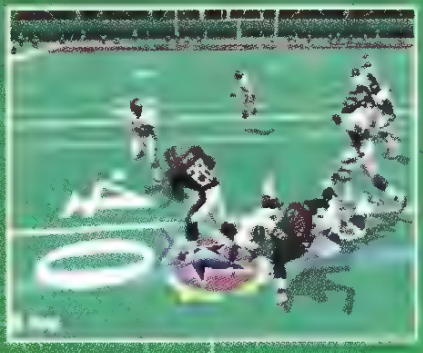

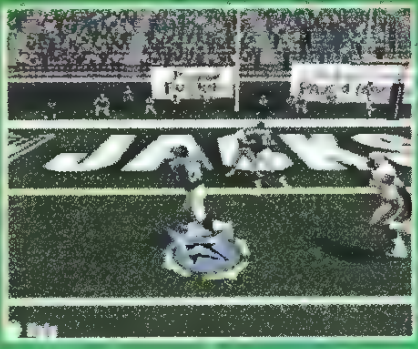

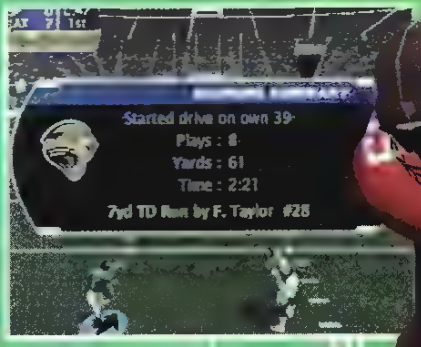

PASSING

IF YOU RUN THE BALL EVERY PLAY, THE DEFENDERS ARE GOING TO STACK THE LINE OF SCRIMMAGE AND STUFF YOU IN THE BACKFIELD. YOU HAVE TO STRIKE A BALANCE AND PASS THE BALL. USE YOUR BACKS AND THE TIGHT END TO COMPLEMENT YOUR RECEIVERS. THEY ARE ALL ELIGIBLE TARGETS, SO SPREAD THE YARDAGE AROUND A LITTLE.

WITH THE DIFFICULTY SETTING ON ROOKIE, YOU CAN JUST CHUCK THE BALL DOWN FIELD AND 9 TIMES OUT OF 10 IT WILL BE A COMPLETED PASS. IN PRO AND ALL-PRO DIFFICULTY SETTINGS, YOU'LL HAVE TO WORK A LITTLE HARDER. TAP Ⓑ ONCE THE BALL IS IN THE AIR TO GET CONTROL OVER THE INTENDED RECEIVER AND RUN TO THE PASSING ICONS ON THE FIELD. THEN PRESS Ⓨ TO GET YOUR HANDS UP TO CATCH THE BALL.

AND THE SAFETIES

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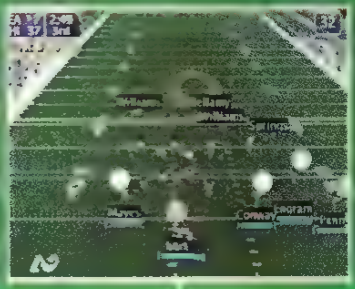
IF YOU HAVE A SPEED MERCHANT LIKE RANDY MOSS OF THE MINNESOTA VIKINGS, HE CAN SEPARATE FROM THE DEFENDERS ...

AND IT'S OFF TO THE RACES, BUT YOU KNOW THAT ONCE YOU ARE IN THE CLEAR

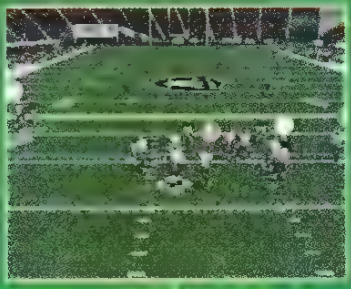
IT'S A TOUCHDOWN!

DON'T TAKE TOO LONG TO MAKE UP YOUR MIND ON A RECEIVER ...

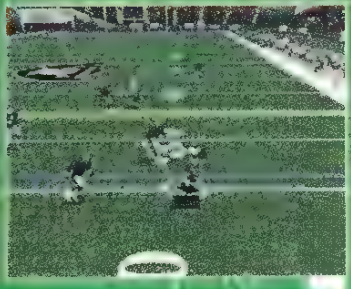
OR YOUR QB WILL HIT THE TURF WITH THE SACK.



TOOK OVER THE DEFENSE AND CHECK OUT YOUR RECEIVER BUTTON ASSIGNMENTS OR [R], BEFORE YOU HIKE THE BALL. YOU CAN READ THE DEFENSE TO FIGURE OUT WHO WILL BE OPEN.



A PLAY ACTION PASS CAN FREEZE THE LINEBACKERS AND THE CORNERBACKS FOR A MOMENT. YOUR RECEIVERS CAN USE THIS SLIGHT HESITATION TO GAIN SEPARATION AND GET OPEN.



YOUR RUNNING BACKS CAN BE GREAT RECEIVERS TOO; DON'T FORGET ABOUT THEM. IF ALL OF YOUR WIDE-OUTS ARE COVERED DOWN FIELD, DUMP IT OFF TO A RUNNING BACK.

ON THIRD DOWN, MAKE SURE YOU CALL PLAYS THAT PUT YOUR RECEIVERS ON THE OTHER SIDE OF THE FIRST DOWN MARKER (THE SOLID YELLOW LINE)

THE RECEIVER LOOKS OPEN RIGHT HERE. JUST DON'T TAKE FOREVER TO GET HIM THE BALL ...

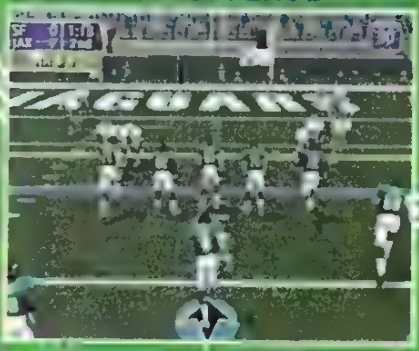
BECAUSE THE DEFENDER HAS NOTICED HIM RUNNING FREE AND HAS CLOSED THE DISTANCE TO KNOCK THE BALL DOWN.

MISCELLANEOUS PLAYS ON OFFENSE

THROWING THE BALL AWAY

IF NOBODY LOOKS OPEN, DUMP THE BALL OFF (D-PAD LEFT OR RIGHT). IT'S BETTER THAN THROWING AN INTERCEPTION.

HURRY UP OFFENSE



RUNNING OUT OF TIME? WELL GET YOUR GUYS UP TO THE LINE OF SCRIMMAGE IN A HURRY BY PRESSING Ⓐ.

SPIKING THE BALL

THEN GO TO CLOCK/QB SPIKE BALL TO SPIKE THE BALL AND STOP THE CLOCK. YOU LOSE A DOWN WHEN YOU DO IT, BUT SOMETIMES IT'S YOUR ONLY CHOICE.

QB KNEEL

ONCE THE GAME IS IN HAND, AND YOU WANT TO SEAL THE VICTORY ...

... GO TO CLOCK/QB TAKE KNEE TO KEEP THE CLOCK RUNNING. IT'S A SAFE PLAY WHERE YOU DON'T HAVE TO WORRY ABOUT ANYTHING WRONG HAPPENING. YOU WON'T WIN POINTS WITH YOUR

THEY'LL WANT YOU TO CHUCK IT IN THE AIR AND TO GIVE THEM A CHANCE TO MAKE AN INTERCEPTION AND GET BACK IN THE GAME

PENALTIES

PASS INTERFERENCE ON THE DEFENSE CAN KEEP A DRIVE ALIVE. JUST MAKE SURE YOU DON'T COMMIT ANY YOURSELF (LIKE HOLDING).

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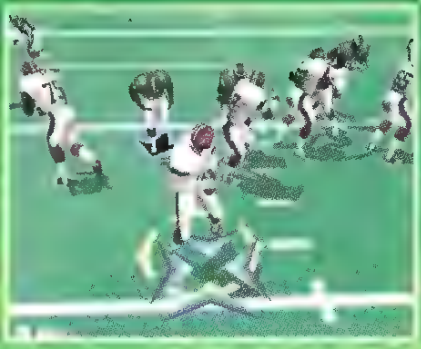
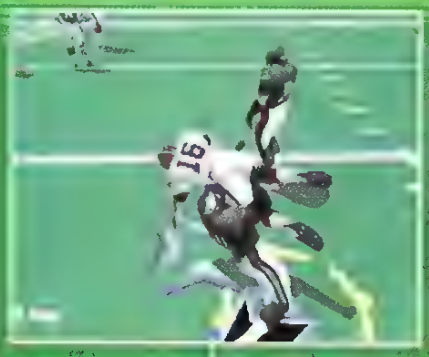
DEFENSE

YOU'VE JUST DRIVEN DOWNFIELD FOR THE SCORE AND YOUR TEAM IN UP BY SEVEN. STRAP ON YOUR PADS AND TIGHTEN YOUR CHINSTRAP. IT'S TIME TO HIT SOMEBODY AND PLAY A LITTLE D.

KEEP IN MIND TWO THINGS. FIRST, STOP THE RUN. DENY YOUR OPPONENT A RUNNING GAME AND HE'LL FACE A TON OF THIRD-AND-LONG SITUATIONS. SO WHEN YOU'VE GOT YOUR OPPONENT IN A CERTAIN PASSING SITUATION, YOU CAN DO THE SECOND THING: PRESSURE THE QUARTERBACK. EVEN IF YOU DON'T GET THE SACK, THE QB WILL GET RID OF THE BALL BEFORE HE'S READY. HURRIED QUARTERBACKS MAKE MISTAKES. THEY THROW INTO DOUBLE COVERAGE, GIVE UP AN INTERCEPTION, OR UNDER OR OVER THROW THEIR RECEIVER.



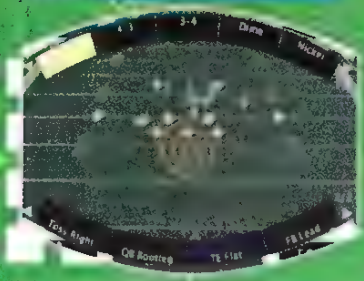


TIP

WHEN SELECTING A DEFENSIVE PLAYER AT THE BEGINNING OF A PLAY, STICK TO A DEFENSIVE LINEMAN, OR, ON RARE OCCASIONS, A LINEBACKER. THE LINEMEN HAVE ONE GOAL: GET IN THE BACKFIELD AND GET THE SACK OR THE RUNNING BACK. EVERYONE ELSE ON THE FIELD HAS AN ASSIGNMENT. IF YOU TAKE THEM AWAY FROM THEIR DESIGNATED COVERAGE YOU COULD LEAVE A RECEIVER OPEN.

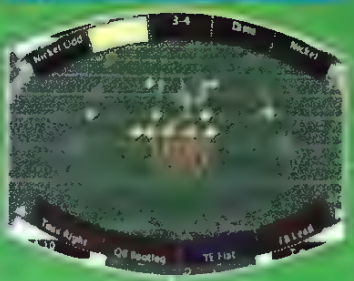
FORMATIONS

NICKEL ODD



THIS FORMATION OF THREE LINEMEN, THREE LINEBACKERS, AND FIVE DEFENSIVE BACKS IS GOOD ON PASSING DOWNS WHEN THE OFFENSE HAS BIG, SLOWER RECEIVERS (FOR THE EXTRA LINEBACKER TO COVER), OR WHEN THE OFFENSE MIGHT RUN THE BALL AND YOU WANT TO HEDGE YOUR BETS.

4-3



THIS FORMATION OF FOUR DOWN LINEMEN AND THREE LINEBACKERS IS THE BREAD-AND-BUTTER FORMATION IN THE NFL. YOU CAN DEFEND AGAINST THE RUN OR THE PASS FROM THIS SET. YOUR LINEMEN ARE RESPONSIBLE FOR ALL THE PRESSURE ON THE QB, SO MAKE SURE YOU HAVE GOOD ONES.

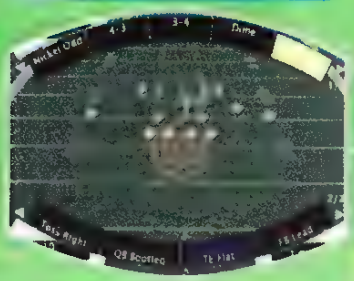
3-4

THREE DOWN LINEMEN AND FOUR LINEBACKERS IS THE EXACT OPPOSITE OF THE PREVIOUS FORMATION, BUT IT STILL CAN GET THE JOB DONE AGAINST THE PASS AND THE RUN. THIS DEFENSIVE SCHEME IS USED BY NFL TEAMS THAT HAVE A STUD INTERIOR LINEMAN (THE NOSE TACKLE) AND A PLETHORA OF GOOD LINEBACKERS.

DIME

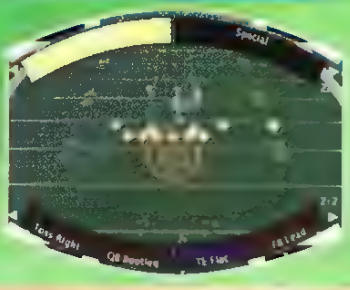
FOUR LINEMEN, ONE LINEBACKER, AND SIX DEFENSIVE BACKS ARE USED WHEN THE PLAY IS ALMOST CERTAINLY A PASS PLAY. THE EXTRA DB HELPS OUT WHEN YOU HAVE TO DEFEND A SPREAD FORMATION WITH FOUR AND FIVE ELIGIBLE RECEIVERS.

NICKEL



THIS FORMATION OF FOUR LINEMEN, TWO LINEBACKERS, AND FIVE DEFENSIVE BACKS IS USED IN THE NFL ON OBVIOUS PASSING DOWNS AND AGAINST OFFENSES WITH THREE AND FOUR WIDE-OUTS. THERE AREN'T MANY PEOPLE TO RUSH THE QB, SO YOUR LINEMEN BETTER BE ABLE TO APPLY THE PRESSURE..

GOAL LINE



EVERYONE IS STACKED AT THE LINE OF SCRIMMAGE. THIS IS THE DEFENSE TO CALL WHEN YOU'RE BACKED UP IN THE RED ZONE WITH NO MORE YARDAGE TO GIVE. IT'S ALSO A GOOD CALL WHEN YOU EXPECT A QUARTERBACK SNEAK.

SPECIAL

FORMATIONS FOR RETURNING PUNTS AND BLOCKING FIELD GOALS AND PUNTS CAN

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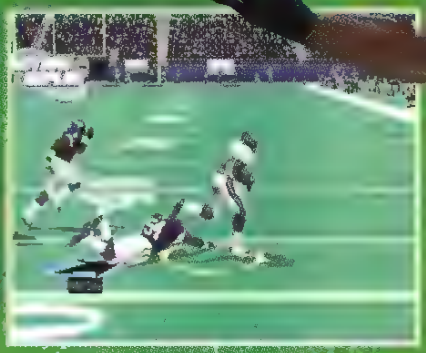

SWARM TO THE FOOTBALL. IF THE BALL CARRIER SHAKES ONE TACKLER, HIS TEAMMATES CAN PILE ON AND STOP HIM.

DIVE FOR THE RUNNER IF HE GETS OUTSIDE OF YOU (PRESS ⊗). IF YOU CAN SLOW HIM DOWN, THE OTHER DEFENDERS CAN CATCH UP AND FINISH HIM OFF.

DIVING

MAKE SURE YOU ARE GOING TO GET HIM. IF YOU DON'T, IT COULD MEAN A TOUCHDOWN.

SWIM MOVE

IS THE SWIM MOVE

DEFENDING THE RUN

IF THE FIRST STEP IS TAKING AWAY THE RUN, WHAT'S THE BEST WAY TO DO IT? HAVING A DEFENDER IN THE BACKFIELD BEFORE THE BALL IS SNAPPED WOULD BE A GOOD ANSWER, BUT THEN YOU'D GET CALLED FOR BEING OFFSIDES. SO DO THE NEXT BEST THING AND GET INTO THE BACKFIELD AS SOON AS POSSIBLE.

GANG TACKLING

RUNNING BACKS IN THE NFL ARE POWERFUL ATHLETES. THE FIRST DEFENDER HOLDS UP THE BACK WHILE A TEAMMATE ... FINISHES HIM OFF.

THE BACK HAS A FULL HEAD OF STEAM, SO THIS CORNERBACK CAN'T HOPE TO STOP HIM. SO TACKLE WITH ⊗ ... AND HOLD ON FOR DEAR LIFE UNTIL THE REST OF THE TEAM SHOWS UP.

EXPLODING THROUGH THE LINE

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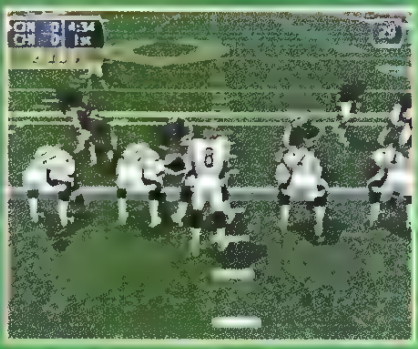
UP THE GUT

WHEN YOUR OPPONENT IS RUNNING IT UP THE GUT, MAKE SURE YOU ALTERNATE PRESSING Ⓑ (TO SELECT THE NEAREST DEFENDER) AND Ⓧ (TO TACKLE).

EVENTUALLY THE BALL CARRIER WILL GET CLOSE ENOUGH TO YOUR DEFENDERS FOR THE TACKLE.

LINE SHIFTS



WANT AN EXTRA ADVANTAGE? TRY A LINE SHIFT: PRESS [L] OR [R] WITH A LINEMAN SELECTED.

YOUR LINEMEN WILL MOVE EITHER LEFT OR RIGHT. THIS CAN GIVE YOU A SLIGHT ADVANTAGE, AS YOUR PLAYERS LINE UP OFFSET FROM THEIR OFFENSIVE COUNTERPARTS.

DEFENDING THE PASS

All right, you defended the run for two downs. Now it's third and long and you need one more stop. The offense is in a four wide-out set and the QB can see the first down marker. Here's how to make it four and out instead of a long drive down the field.

PRESSURE THE QB

GET IN THE BACKFIELD ANY WAY YOU CAN. USE THE SWIM MOVE ([L] OR [R] AFTER THE SNAP), BLAST THROUGH YOUR OPPONENTS (TAP Ⓐ) OR USE LINE SHIFTS ([L] OR [R] BEFORE THE SNAP) TO GET PAST THE OFFENSIVE LINE.

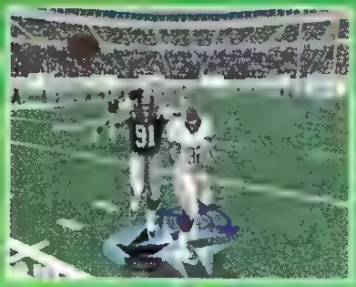
EVEN IF YOU DON'T SACK THE QB, HE'LL BE FORCED TO DUMP OFF THE BALL QUICKLY. HE'LL THROW AN INCOMPLETION, DUMP IT OFF TO THE BACK WHO CAN BE HIT FOR A LOSS, OR THROW AN INTERCEPTION—THREE THINGS THAT MEAN POSITIVE RESULTS FOR YOU.

USE LINEMEN

BEFORE THE SNAP, MAKE SURE YOU HAVE A LINEMAN SELECTED. YOU DON'T WANT A LINEBACKER OR DEFENSIVE BACK UNLESS THEIR ASSIGNMENT IS TO BLITZ THE QUARTERBACK. IF YOU PULL A DEFENDER OFF AN ASSIGNMENT, A RECEIVER COULD RUN FREE PAST YOUR CORNERBACK.

SWATTING DOWN THE PASS

INTERCEPTIONS



INTERCEPTION

RECEIVER AND YOU'RE JACKED UPON AWAY. ONCE YOU DO HAVE THE BALL, THOUGH, IT'S JUST LIKE HANDING THE BALL ON OFFENSE.

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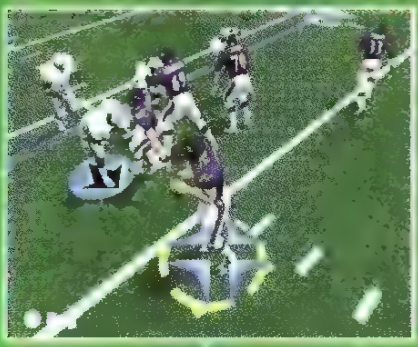
COVERAGE SACKS

MAKE SURE EVERYONE IS COVERED DOWNFIELD (A MAN-TO-MAN DEFENSE WORKS WELL FOR THIS) AND YOU COULD WIND UP ...

... WITH A COVERAGE SACK. THE OFFENSIVE LINE CAN ONLY HOLD YOUR DEFENSIVE LINEMAN OFF FOR SO LONG, SO YOUR DBs JUST NEED TO MAKE THE QB WAIT TOO LONG.

SACKS



NORMAL SACKS ARE POSSIBLE TOO. TAKE A LINEMAN AND BLAST THROUGH THE OFFENSIVE LINE

... TO PUT THE QB ON HIS BACK.

KNOCKING THE BALL OUT

[illegible]

[illegible] IF YOU GET THERE TOO EARLY.

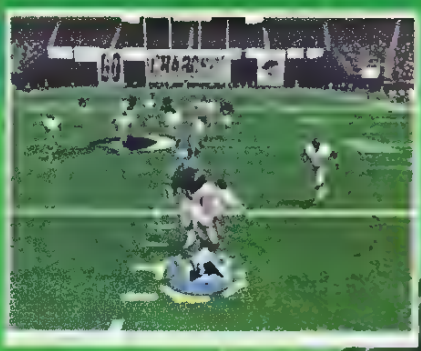
... YOU'LL GET CALLED FOR PASS INTERFERENC AN AUTOMATIC FIRST DOWN.

SPECIAL TEAMS

FOOTBALL IS MADE UP OF THREE PARTS: OFFENSE, DEFENSE AND SPECIAL TEAMS. AND WHILE ALL THE ATTENTION IS PLACED ON OFFENSE AND DEFENSE, SPECIAL TEAMS CAN PLAY AN EXCITING AND CRUCIAL ROLE IN THE OUTCOME OF A GAME. THINK OF THE WAY A PUNT OR KICK RETURN FOR A TOUCHDOWN CAN TURN A GAME AROUND AND GET THE FANS ON THEIR FEET.

PUNT OR KICK RETURN

PUNT OR KICK RETURNS ARE A LOT ALIKE. THE MAIN OBJECTIVE IS TO MAKE THAT FIRST DEFENDER MISS AND EXPLODE DOWN THE SIDELINES. CONCENTRATE ON MOVING THE BALL STRAIGHT UP THE FIELD RATHER THAN LEFT AND RIGHT. YOU'RE NOT GAINING ANY YARDAGE BY MOVING SIDEWAYS, AND IT GIVES THE DEFENSE A CHANCE TO GET TO YOU.



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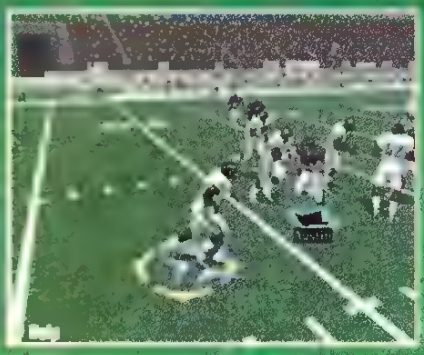
WHEN YOU ARE ON THE COVERAGE TEAM ON A KICKOFF OR PUNT, GET DOWNFIELD IN A HURRY (KEEP TAPPING Ⓐ).

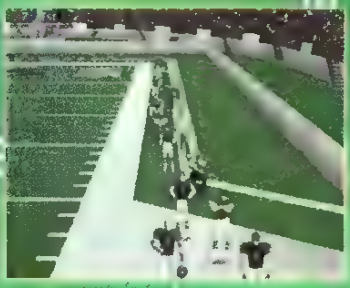


FLY LIKE A BULLET TO BALL CARRIER.

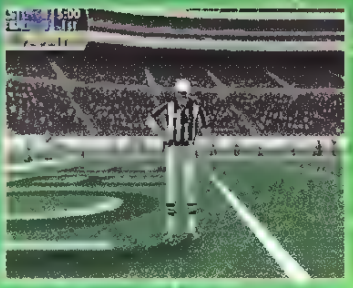
DIVE FOR THE TACKLE: PRESS Ⓧ.

KICKOFFS AND PUNTS

FIELD POSITION IS A KEY STAT IN THE NFL. HOW FAR DOES THE OFFENSE HAVE TO DRIVE DOWNFIELD FOR THAT SCORE? GIVE YOUR DEFENSE THE BEST CHANCE WITH GOOD KICKOFFS AND PUNTS THAT PIN YOUR OPPONENTS DEEP IN THEIR OWN ZONE.



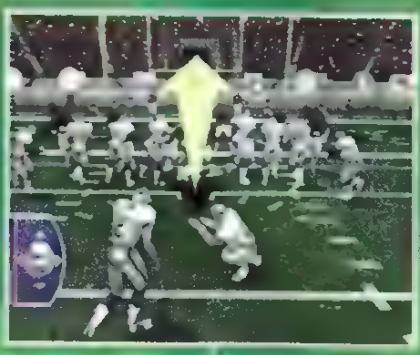
THE BALL FOR A TD.



THE BALL ON THEIR OWN 40-YARD LINE.

FIELD GOALS AND EXTRA POINTS

YOUR PLACEKICKER HAS A LOT ON HIS SHOULDERS. YOU'RE IN THE FINAL SECONDS AND A FIELD GOAL WILL WIN THE GAME. THERE ARE 60,000 FANS ON THEIR FEET SCREAMING FOR HIM TO MISS. IT TAKES NERVES OF STEEL TO MAKE THAT KICK IN REAL LIFE. IN *NFL 2K* IT'S UP TO YOU TO LINE IT UP AND PUT IT THROUGH THE UPRIGHTS.



[illegible] ACCOUNT, AND GO FOR MAXIMUM POWER. FOR [illegible] LONGER FIELD GOALS, GO FOR A LOWER TRAJECTORY. YOU'LL HAVE A BETTER CHANCE OF NAILING THAT 50-YARDER, BUT THE DEFENSE ALSO HAS A BETTER CHANCE OF BLOCKING THE KICK.

Two-Point Conversion

IN 1995, THE NFL ADDED THE TWO-POINT CONVERSION. RATHER THAN KICK THE EXTRA POINT, THE OFFENSE CAN GO FOR TWO BY EITHER RUNNING OR PASSING THE BALL INTO THE END ZONE.

WHEN LEADING BY	GO FOR	WHEN TRAILING BY	GO FOR
1	[illegible]	1	[illegible]
2	[illegible]	2	2
3	[illegible]	3	1
4	[illegible]	4	[illegible]
5	[illegible]	5	2
6	[illegible]	6	1
7	[illegible]	7	1
8	[illegible]	8	1
9	[illegible]	9	2
10	[illegible]	10	1
11	[illegible]	11	2
12	[illegible]	12	2
13	[illegible]	13	1
14	[illegible]	14	[illegible]
15	[illegible]	15	[illegible]
16	[illegible]	16	[illegible]

YOU LINE UP ON THE 2-YARD LINE AND YOU'VE GOT ONE CHANCE TO PUMP IT INTO THE END ZONE. HERE, THE FULLBACK GETS SEPARATION FROM THE DB AND CATCHES A PASS AT THE BACK [illegible]

SEGA™ SPORTS

NFL 2K

CORE OFFENSIVE PLAYS

EACH TEAM HAS ITS OWN PLAYBOOK, BUT MORE THAN 100 PLAYS ARE COMMON TO EACH OF THEM. IF YOU WANT TO TAKE ON YOUR FRIENDS, YOU'LL NEED TO BE FAMILIAR WITH THESE PLAYS. MASTER THEM AND YOU CAN TAKE ON ALL CHALLENGERS TO YOUR FOOTBALL CROWN, NO MATTER WHAT TEAM THEY TRY TO GIVE YOU.

IT'S ALSO A GOOD IDEA TO GET FAMILIAR WITH THE BASICS IF YOU PLAN ON USING THE VMU FOR PLAY CALLING. YOU ONLY GET THE PLAY NAMES ON THE LITTLE VMU SCREEN, SO YOU SHOULD COMMIT ABOUT A DOZEN OF THESE PLAYS TO MEMORY.

LEARN TO READ THE DEFENSE SO YOU WON'T HAVE TO WORRY ABOUT GETTING HURT IN THE GAME WITH AN INTERCEPTION

NOTE

- The plays are grouped by formation.
- The primary receiver or running back has the red line outlining his movement pattern. The players with blue lines are options in case the primary receiver is covered.
- PA in a play name stands for play action fake. The QB fakes a handoff to the running back and then throws downfield. Teams do this after running the ball to get the defensive backs to momentarily ignore the receivers and get open.
- The comments about these plays assume that you are using Maximum Passing mode. It's the only way to bust up the defenders' coverage.
- Any directions given about controller movements assume that you are executing the play the way it is shown (not flipped).

TRIPS

HB SCREEN LEFT

THREE RECEIVERS LINE UP ON THE RIGHT AND THE SCREEN IS TO THE LONE HALFBACK TO THE LEFT. CHECK THE DEFENSE; IF THERE IS AN EXTRA DB ON THE LEFT-HAND SIDE, SWING ONE RECEIVER IN MOTION SO YOU CAN GET AN EXTRA BLOCKER.

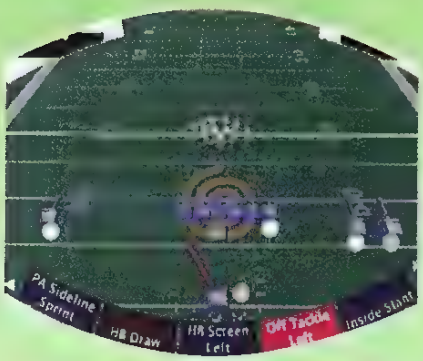
HB TOSS LEFT

IT'S THE SAME FORMATION AS HB SCREEN LEFT, BUT RATHER THAN A PASS, IT'S A PITCH TO THE HALFBACK. DON'T SEND THE RECEIVER IN MOTION; THIS PLAY DEVELOPS TOO QUICKLY. TAP Ⓐ AS SOON AS THE HANDOFF IS MADE. MAKING THE FIRST TACKLER MISS IS THE KEY.

HB DRAW

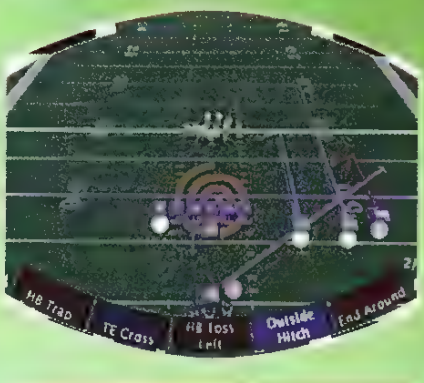
THIS PLAY IS A BASIC DRAW UP THE MIDDLE. FOR THIS PLAY TO WORK, YOUR OFFENSIVE LINE MUST OPEN UP ONE OF TWO HOLES. YOUR CHANCE FOR A BUNCH OF YARDS WILL EITHER BE TO THE LEFT OR RIGHT OF YOUR CENTER.

OFF TACKLE LEFT



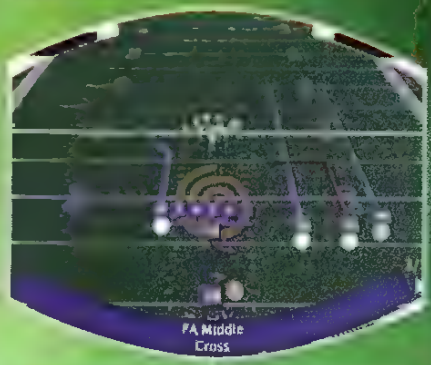
YOU MUST HAVE A STRONG OFFENSIVE LINE FOR THIS PLAY TO WORK. THE RECEIVER IN MOTION DOESN'T HELP THE RUN PLAY. YOUR BIGGEST WORRY IS BLOCKING THE OUTSIDE LEFT LINEBACKER. FORGET TO BLOCK HIM AND YOU'LL GET HIT FOR A LOSS.

[illegible] HITCH



THE PRIMARY RECEIVER IS THE FAR RIGHT WIDE RECEIVER, WHO RUNS OUT AND COMES BACK TO THE QB. THIS PLAY WORKS BEST AGAINST ZONE DEFENSES WHERE THE CORNERBACKS ARE PLAYING OFF THE RECEIVER. THE BEST WAY TO HIT THE PRIMARY RECEIVER IS TO DUMP THE BALL OFF AS SOON AS IT'S HIKED. MAKE SURE YOU READ THE DEFENDER THOUGH. IF THE DEFENSE IS IN MAN-TO-MAN RATHER THAN ZONE, IT WILL BE AN INTERCEPTION AND 6 POINTS FOR THE OTHER TEAM.

PA MIDDLE CROSS



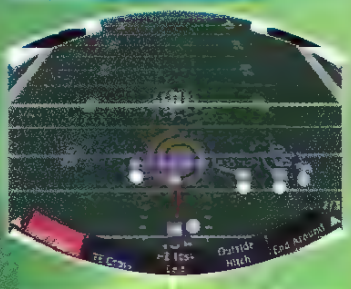
THIS PLAY WORKS GREAT WITH MAXIMUM PASSING AND AGAINST ALL DEFENSES. LEAD THE RECEIVER (ANALOG STICK LEFT) AS YOU HIT THE WIDE-OUT [illegible] RUN AFTER THE CATCH. IF YOU DON'T LEAD HIM, YOU'RE ASKING FOR TROUBLE AS YOU PASS INTO A SEA OF DEFENDERS.

SEGA™ SPORTS

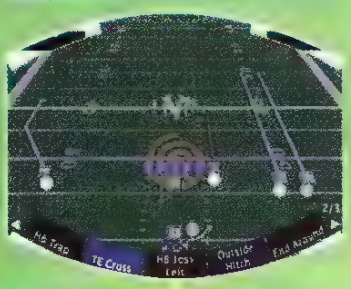
NFL 2K

INSIDE SLANT

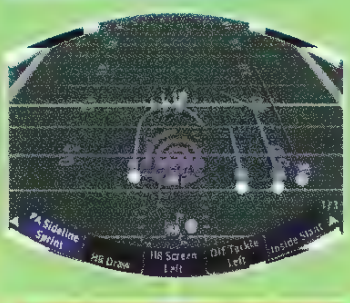
HB TRAP



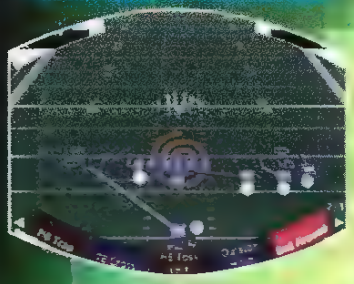
TE CROSS



PA SIDELINE SPRINT

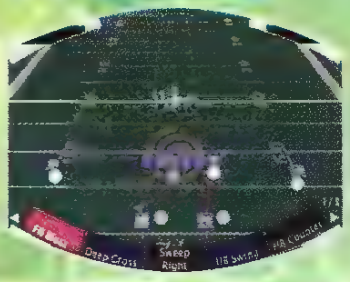


END AROUND

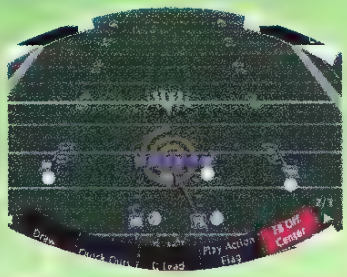


PRO SET

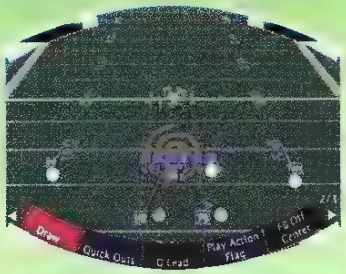
FB BLAST



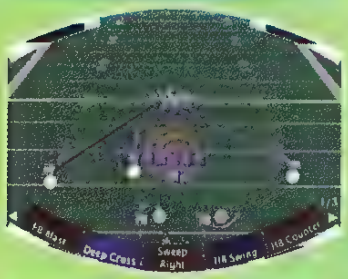
FB OFF CENTER



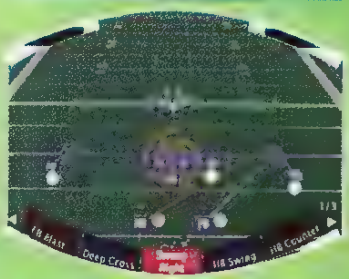
DRAW



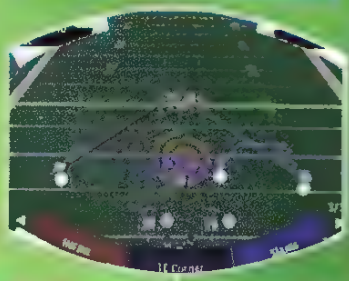
DEEP CROSS



SWEEP RIGHT

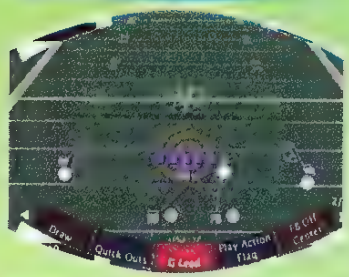


SLANTS

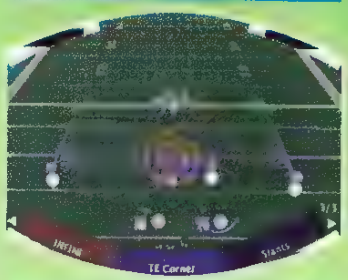


QUICK OUTS

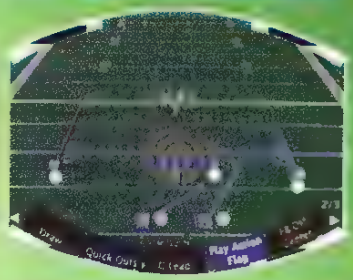
G LEAD



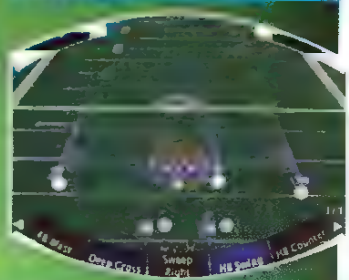
TE CORNER



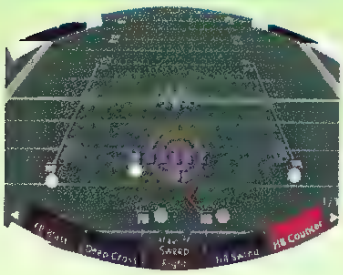
PA FLAG



HB SWING



HB COUNTER

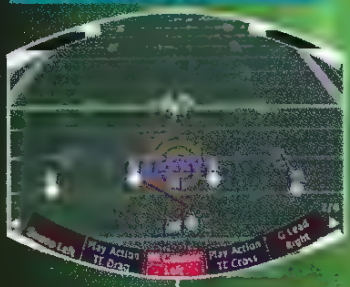


SEGA SPORTS

NFL 2K

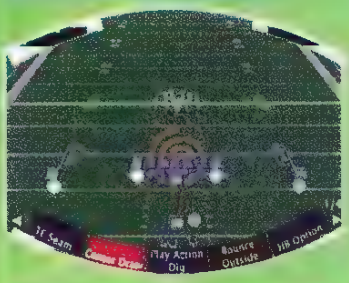
ACE

HB COUNTER LEFT

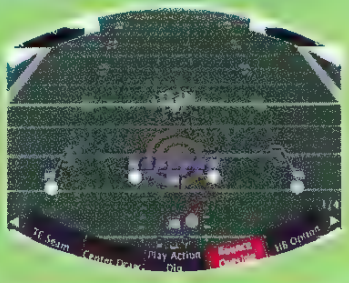


G LEAD RIGHT

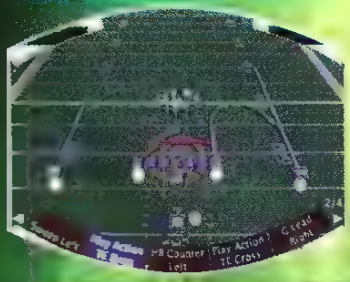
CENTER DRAW



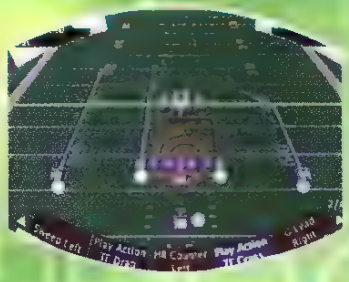
BOUNCE OUTSIDE



PA TE DRAG

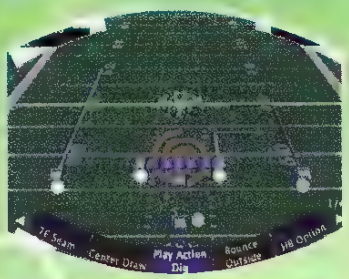


PA TE CROSS



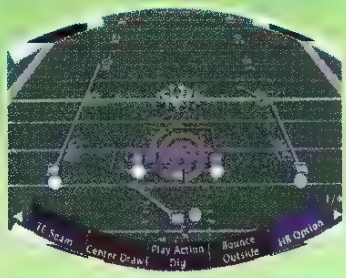
THIS PLAY CAN LET YOU GAIN YARDAGE EVERY ONE OF THE TIMES, OR ABOVE 7 [illegible] THE PLAY [illegible] A DIG AND YOU'LL [illegible] OPEN FOR THE FIRST DOWN [illegible]

PA DIG



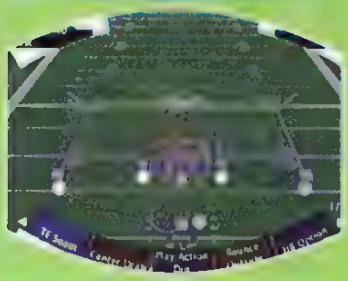
THE TIGHT END [illegible] PLAY ACTION [illegible] IF [illegible] THE COMPLETION FOR 7 OR 8 YARDS.

HB OPTION



ON THIS PLAY THE [illegible] GETS THE HANDOFF FROM [illegible] AND THEN THROWS [illegible] GET [illegible] ACROSS [illegible] THING [illegible] THROW OVER [illegible] IF YOU [illegible] THE BALL COULD GO ANYWHERE.

TE SEAM

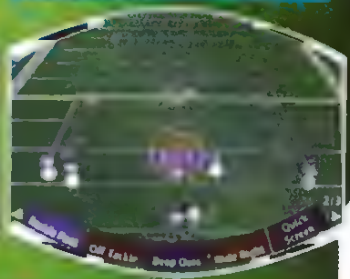


SWEEP LEFT

SPREAD

MIDDLE DELAY

BOOK POST

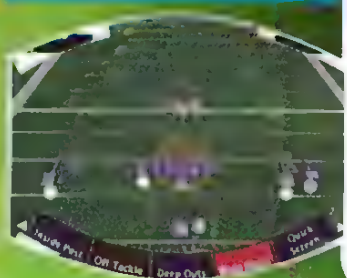


OFF TACKLE

HB SCREEN

CROSS MIDDLE

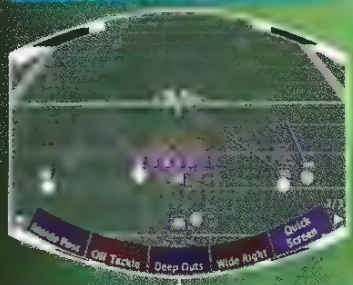
WIDE RIGHT



SEGA™ SPORTS

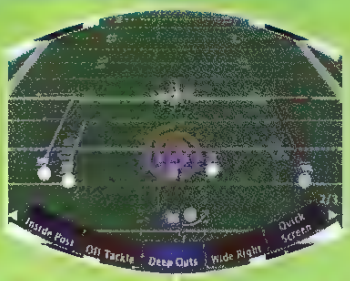
NFL 2K

QUICK SCREEN

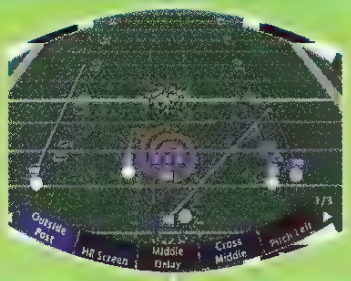


PITCH LEFT

DEEP OUTS



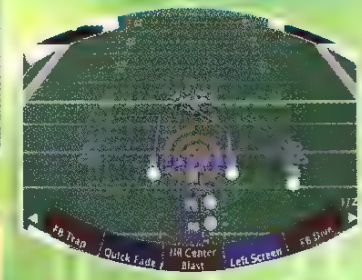
OUTSIDE POST



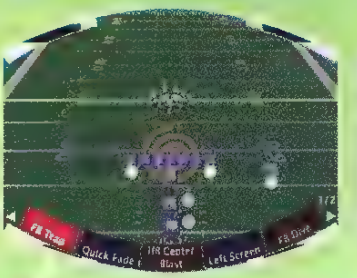
FLY ROUTES

GOAL LINE

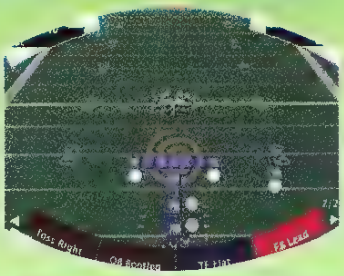
LEFT SCREEN



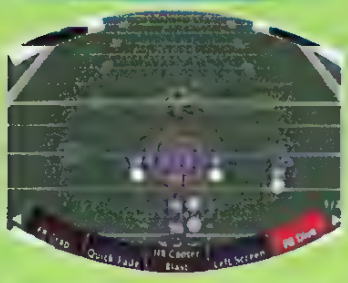
FB TRAP



FB LEAD

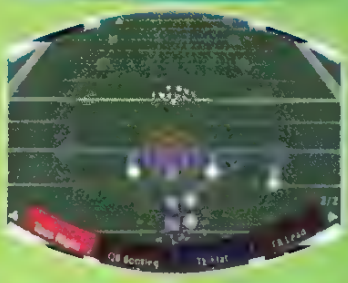


FB DIVE



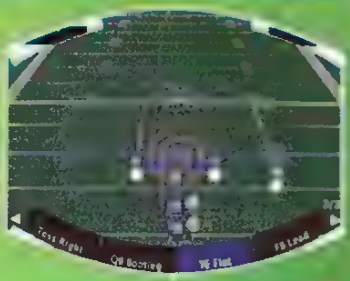
THE FB DIVE IS A LOT LIKE THE FB TRAP. HIT THE HOLE (THIS TIME TO THE RIGHT OF CENTER) CHARGED UP (HOLD Ⓐ) AND PRESS [L]+[R] TO GIVE A SHOULDER BLAST TO THE FIRST DEFENDER.

TOSS RIGHT



TOSS PLAYS GIVE THE RUNNING BACK THE BEST CHANCE TO TURN THE CORNER. WATCH THE BLOCK YOUR WIDE RECEIVER IS SETTING TO DICTATE WHERE YOU NEED TO RUN. IF HE'S HOLDING THE CORNERBACK INSIDE, GO TOWARD THE SIDELINE. IF THE CORNERBACK HAS HIM PUSHED OUTSIDE, CUT BACK TOWARD THE MIDDLE.

TE FLATS



IF YOU ARE GOING TO CHECK OFF FROM THE PRIMARY RECEIVER, DO SO EARLY. WITH BOTH WIDE-OUTS CURLING BACK TOWARD THE MIDDLE, THE CENTER OF THE FIELD WILL GET CROWDED IN A HURRY. BUT IF THE MIDDLE IS CROWDED, THAT MEANS THE TIGHT END HEADING FOR THE SIDELINES SHOULD BE OPEN FOR A MOMENT. LEAD HIM A LITTLE (ANALOG STICK TO THE RIGHT AND UP A SHADE) TO COMPLETE THE PASS.

QUICK FADE

IT'S THIRD AND INCHES AND YOU NEED THE FIRST DOWN TO KEEP THE DRIVE ALIVE. YOU LINE UP IN THE GOAL LINE (BECAUSE THAT'S WHAT YOUR OPPONENT IS EXPECTING), BUT THE RECEIVER RUNS A FLY PATTERN DOWN THE SIDELINE IN SINGLE COVERAGE FOR A BIG GAIN. THAT'S THE THEORY BEHIND THIS PLAY. TO MAKE IT WORK, LEAD THE RECEIVER (ANALOG STICK STRAIGHT UP) TO COMPLETE THE BIG PLAY. THE TWO TIGHT ENDS RUN LITTLE ROUTES UNDERNEATH AS BACKUPS.

BOOTLEG

THERE ARE REALLY ONLY TWO OUTCOMES TO THE QB BOOTLEG, A LITTLE OR NO GAIN, OR A BIG PLAY. IF THE DEFENSE DOESN'T SEE IT COMING, YOU CAN SCRAMBLE DOWN THE LEFT SIDE OF THE LINE AND GAIN BIG YARDAGE. TRY A PUMP FAKE [R]+[L] TO GIVE THE DEFENSE SOMETHING TO THINK ABOUT.

HB CENTER BLAST

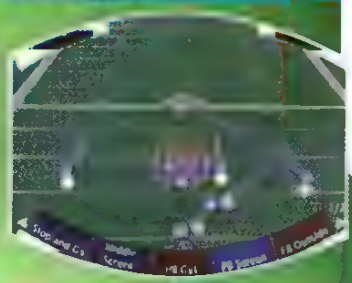
THE HB CENTER BLAST IS A SLOW-DEVELOPING PLAY. THE HANDOFF TAKES A SECOND OR TWO TO HAPPEN, WHICH YOU DON'T WANT ON THE GOAL LINE OR WHEN THE YARDAGE MATTERS. COMPENSATE FOR IT BY RUNNING AT FULL SPEED AS YOU HIT THE LINE AND TRY A SHOULDER CHARGE [L]+[R] TO GET PAST THE FIRST DEFENDER.

STRONG I

FB OUTSIDE

THE FULLBACK RUNS OUTSIDE OF THE LEFT END ON THIS PLAY. YOU HAVE TO RUN OVER THE FIRST DEFENDER BECAUSE THE FULLBACK IS NOT AS FAST AS THE HALFBACK.

FB SCREEN



THE PRIMARY RECEIVER IS THE HALFBACK SWINGING TO THE FLAT ON THE RIGHT-HAND SIDE OF THE FIELD. LET THE PLAY DEVELOP FOR A COUPLE OF SECONDS TO ALLOW HIM SOME TIME TO GET OPEN. LEAD THE RECEIVER JUST A TAD (ANALOG STICK A LITTLE UP AND TO THE RIGHT) TO COMPLETE THE PLAY.

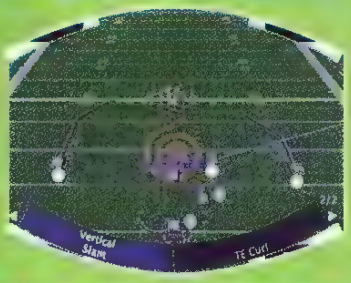
SEGA™ SPORTS

NFL 2K

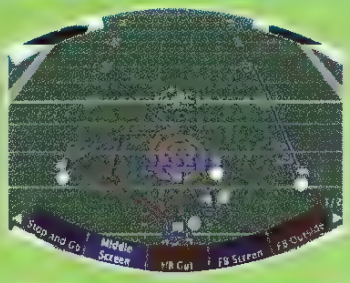
TE CURL

HB GUT

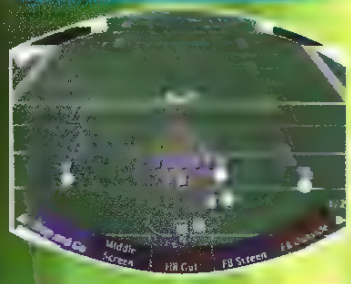
VERTICAL SLANT



MIDDLE SCREEN

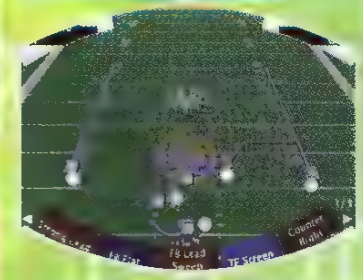


STOP AND GO



WEAK !

TE SCREEN



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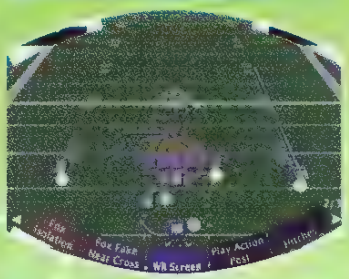
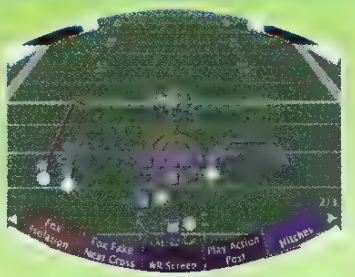
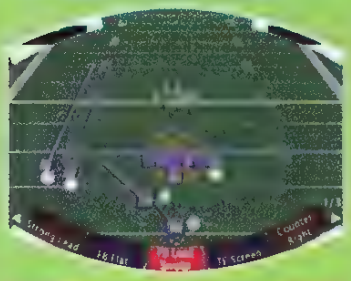


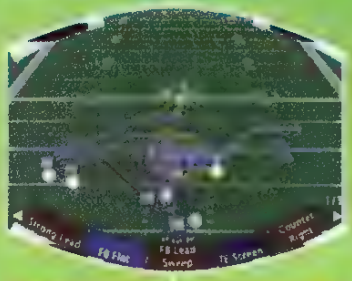
HITCHES



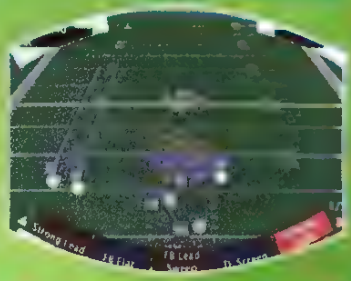
FB LEAD SWEEP



FB FLAT

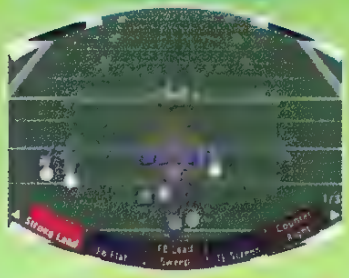


COUNTER RIGHT



PA POST

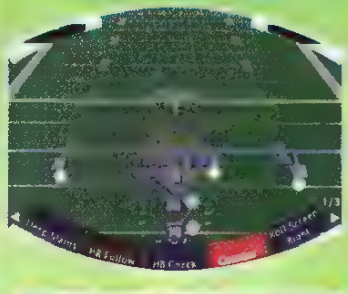
STRONG LEAD



THE [illegible] BEING THROWN FOR A LOSS.

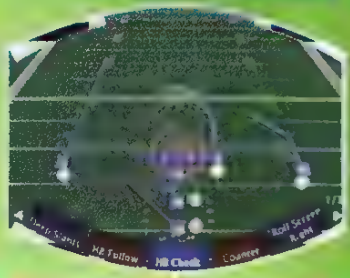
I FORM

COUNTER



[illegible] GAIN.

HB CHECK

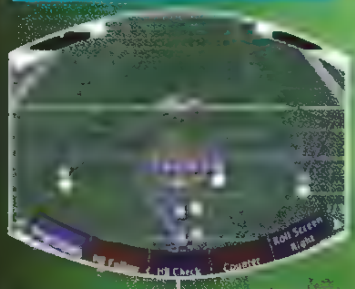


HB FOLLOW

SEGA™ SPORTS

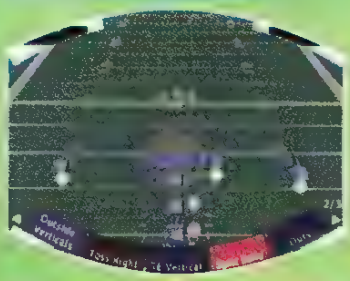
NFL 2K

DEEP SLANTS

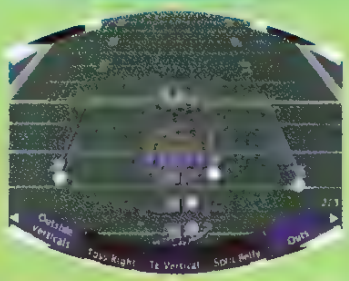


TE VERTICAL

SPLIT BELLY



OUTS



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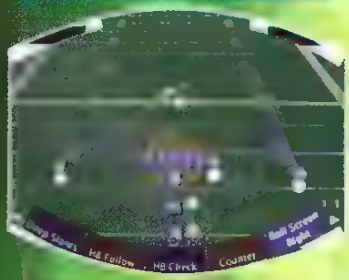
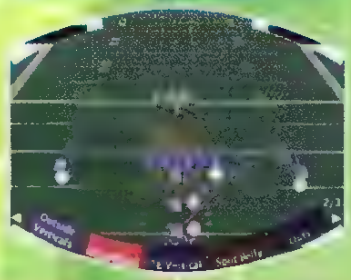
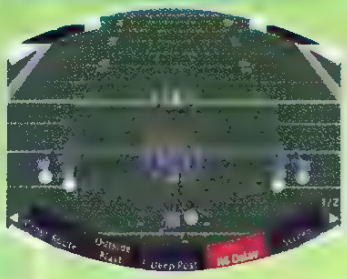


HB TOSS RIGHT

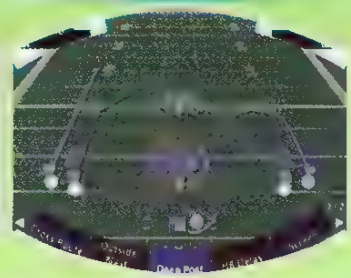


QUADS

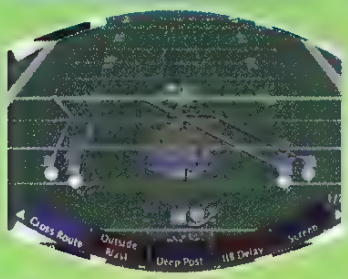
HB DELAY



DEEP POST

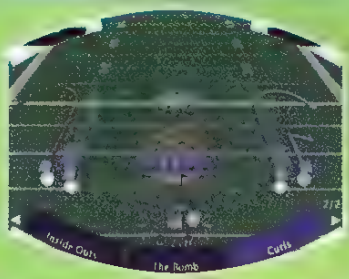


CROSS ROUTE



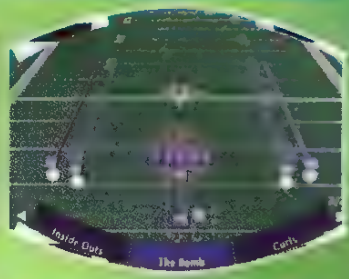
THE CROSS ROUTE IS A GOOD SHORT-RANGE PASS. IT'S A GOOD PLAY FOR WHEN YOU HAVE FEWER THAN 7 YARDS TO GO ON THIRD DOWN. WAIT FOR THE PRIMARY RECEIVER TO GET ABOUT HALFWAY ACROSS THE MIDDLE, THEN DELIVER HIM THE BALL (ANALOG STICK SLIGHTLY TO THE LEFT). YOU WON'T GET MANY YARDS AFTER THE CATCH, BUT IT'S A GOOD PLAY. DON'T CALL THIS PLAY WHEN YOU ARE SHORT ON TIME, AS THERE'S NO WAY YOU CAN MAKE IT TO THE SIDELINES.

CURLS



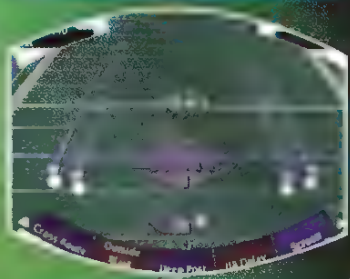
THE PLAY IS DESIGNED TO HIT THE WIDE-OUT AS HE CURLS BACK TO THE QB. AGAINST A GOOD CORNER IN MAN-TO-MAN COVERAGE, COMPLETING THE PASS TO A PRIMARY RECEIVER WILL NOT HAPPEN. IF THE DEFENSE IS IN MAN-TO-MAN, CHECK OFF TO THE LEFT SIDE SLOT RECEIVER Ⓧ WHO IS THE LONE RECEIVER IN THE MIDDLE. HE SHOULD BE OPEN.

THE BOMB



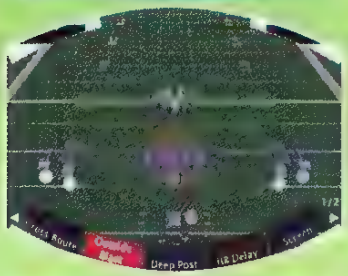
WITH FOUR RECEIVERS RUNNING FLY PATTERNS DOWN THE SIDELINES SOMEONE HAS BE OPEN, RIGHT? WELL, YES, SOMEONE SHOULD BE. OVERTHROW THE RECEIVER (ANALOG STICK UP) TO COMPLETE THE BOMB FOR BIG YARDAGE. ONE SIDE OF THE FIELD SHOULD HAVE MORE DEFENDERS THAN THE OTHER; AVOID THAT SIDE AND PICK ANOTHER RECEIVER IF YOU HAVE TO.

SCREEN



WITH FOUR WIDE-OUTS, THE DEFENSE AT THE LINE OF SCRIMMAGE IS SPREAD PRETTY THIN AND A SCREEN PLAY WILL WORK. GIVE THE PLAY A COUPLE OF SECONDS TO DEVELOP SO THE SAFETIES WILL BE OUT OF RANGE TO HELP OUT ON THIS LITTLE DINK PASS. IF YOU CAN MAKE THE LINEBACKER COVERING YOUR HALFBACK MISS, YOU WILL BE ABLE TO TURN UPFIELD FOR 10+ YARD GAIN.

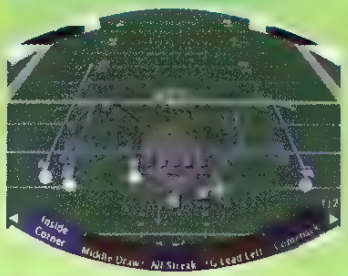
OUTSIDE BLAST



OUTSIDE BLAST IS A QUICK RUN BY THE HALFBACK OFF THE RIGHT SIDE. IF THE DEFENSE ISN'T IN A NICKEL OR DIME PACKAGE, YOU COULD BE IN TROUBLE. THERE AREN'T ENOUGH GUYS ON THE LINE TO ACCOUNT FOR A NORMAL SET OF THREE LINEBACKERS AND YOU'LL GET PLASTERED IN THE BACKFIELD FOR A LOSS.

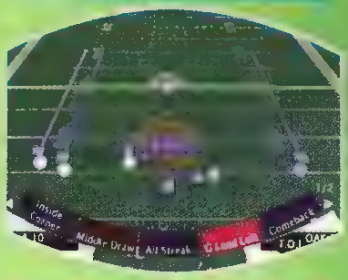
SHOTGUN

INSIDE CORNER



WAIT FOR THE TIGHT END TO CUT TO THE SIDELINE ON THIS PLAY, THEN DELIVER HIM THE BALL. YOU DON'T NEED TO LEAD HIM. A STRAIGHT PASS SHOULD FIND THE RECEIVER ON THIS PLAY, WHICH IF COMPLETED SHOULD BE WORTH ABOUT 12 YARDS.

G LEAD LEFT



THIS IS A DELAYED HANDOFF TO THE HALFBACK FROM THE SHOTGUN FORMATION. AS WITH ALL OUTSIDE RUNNING PLAYS, THE KEY IS TO MAKE THE FIRST GUY MISS HIS TACKLE. IF YOU CAN DO THAT, YOU SHOULD BE IN FOR A 5–7 YARD GAIN. MAKE SURE YOU WAIT UNTIL YOU ARE OUTSIDE THE LEFT TACKLE BEFORE YOU TURN IT UPFIELD.

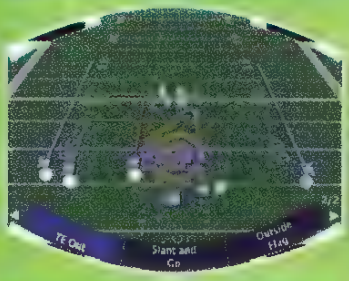
SEGA™ SPORTS

NFL 2K

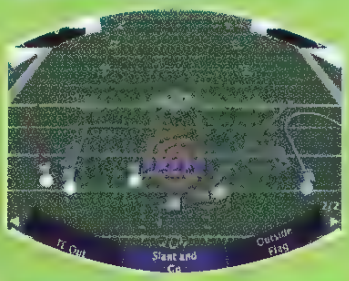
COMEBACK

ALL STREAK

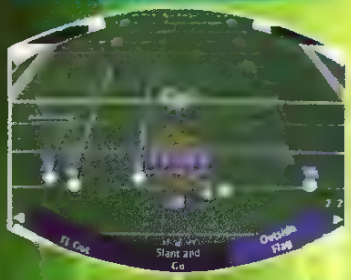
TE OUT



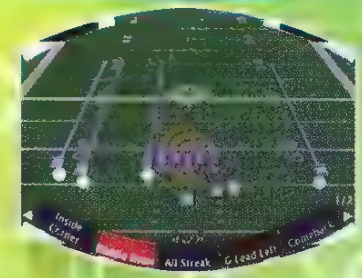
SLANT AND GO



OUTVER FLAG

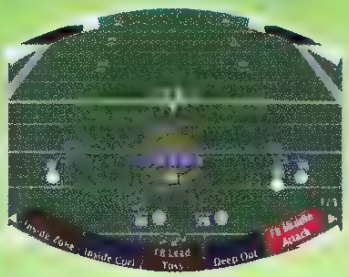


MIDDLE DRAW

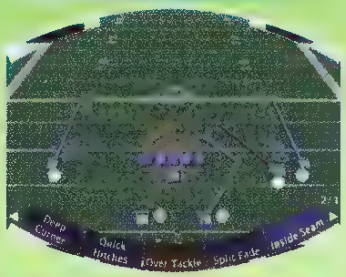


PRO SLOT

FB MIDDLE ATTACK



INSIDE SEAM



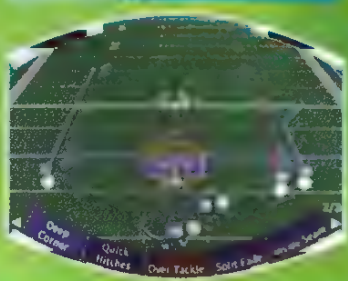
SPLIT FADE

KEEP AN EYE OUT FOR THE SAFETY ON THIS PLAY. IF HE DROPS BACK TO DOUBLE COVER THE PRIMARY RECEIVER, HIT THE SLOT RECEIVER CURLING ACROSS THE MIDDLE OR THE HALFBACK ON A SWING PASS TO THE FLATS. TO HIT THE PRIMARY RECEIVER, YOU NEED TO LEAD HIM (ANALOG STICK UP AND SLIGHTLY TO THE LEFT).

DEEP CORNER

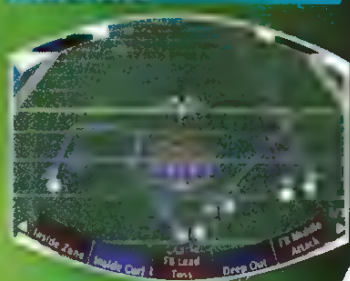
THE PRIMARY RECEIVER IS GOING TO BE IN DOUBLE COVERAGE ON THIS PLAY. THE TWO WIDE-OUTS ON THE RIGHT SIDE ARE RUNNING A PARALLEL ROUTE WITHIN A COUPLE OF YARDS OF EACH OTHER, SO ONCE YOU THROW THE BALL, THE OTHER CORNER CAN COME UP AND HELP DEFEND ON THE PLAY. AIM FOR EITHER THE UNDERNEATH RECEIVER ON THE RIGHT OR THE LEFT-SIDE RECEIVER RUNNING THE FLY PATTERN.

FB LEAD TOSS



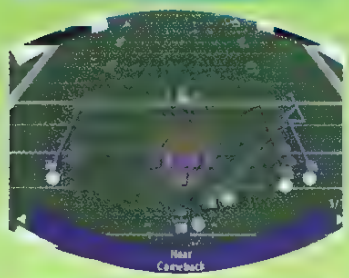
ON THE LEAD TOSS PLAY, YOU NEED TO FOLLOW YOUR BLOCKERS AND READ THE FULLBACK. WATCH WHERE HE BLOCKS AND FOLLOW HIS LEAD. MOST OF THE TIME THE HOLE WILL BE TO THE OUTSIDE WHERE YOU CAN PICK UP 3–4 YARDS, BUT THE HOLE CAN OPEN UP INSIDE AND YOU HAVE TO BE QUICK ENOUGH TO SEE IT AND TAKE IT.

INSIDE CURL



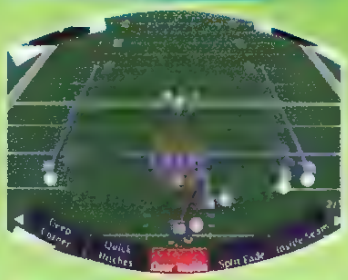
HIT THE PRIMARY RECEIVER AS HE STARTS TO CURL OVER THE MIDDLE. LEAD HIM (ANALOG STICK TO THE LEFT AND SLIGHTLY UP) SO HE'S IN THE OPEN AND THE BALL GETS TO HIM IN STRIDE. YOU CAN REALLY RACK UP A TON OF YARDAGE ONCE YOU GET PAST THE COMEBACK. WITH THIS PLAY, THE FULLBACK MAKING A BEELINE FOR THE RIGHT SIDELINE IS A GOOD BACKUP IF THE PRIMARY RECEIVER IS COVERED.

NEAR COMEBACK



BE CAREFUL WITH THIS PLAY. TO EXECUTE IT THE WAY IT WAS DESIGNED, YOUR RECEIVER IS HEADING BACK TO THE LINE OF SCRIMMAGE WHEN YOU DELIVER THE BALL (YOU NEED TO UNDER THROW IT, ANALOG STICK DOWN). SO IF YOU NEED A LOT OF YARDS FOR THE FIRST DOWN, THIS IS NOT THE PLAY TO CALL. THE RIGHT SIDE WIDE-OUT RUNNING THE HITCH PATTERN DOWN THE SIDELINE IS A GOOD SECONDARY RECEIVER IF THE PRIMARY IS WELL COVERED.

OVER TACKLE



FOLLOW THE FLOW OF YOUR BLOCKERS AT THE RIGHT TACKLE. THE HOLE WILL OPEN UP TO EITHER SIDE OF HIM, AND IF HE CAN KEEP HIS TACKLER BUSY, YOU CAN BREAK THIS RUN UPFIELD FOR 5–7 YARDS.

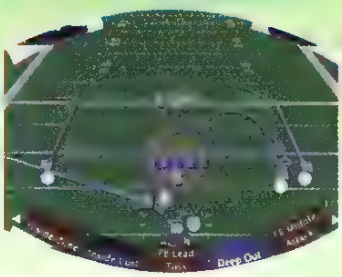
INSIDE ZONE

YOU'RE GOING TO HAVE TO CUT BACK TO MAKE THIS RUN PLAY WORK. FOLLOW THE INITIAL PUSH OF YOUR BLOCKERS TO THE LEFT SIDE OF THE LINE. ONCE YOU'RE PAST THE LINE OF SCRIMMAGE, HOWEVER, A HOLE SHOULD OPEN TO THE RIGHT. HIT THE HOLE HARD AND CLAW FOR AS MANY YARDS AS YOU CAN.

QUICK HITCHES

GET RID OF THE BALL QUICKLY IF YOU WANT TO HIT THE PRIMARY RECEIVER. AS SOON AS THE BALL IS HIKED, HIT THAT PASS BUTTON ⊗. YOU DON'T HAVE TO LEAD HIM, JUST GET THE BALL TO HIM ASAP. THIS PLAY IS ONLY GOOD FOR A COUPLE OF YARDS, BUT IT'S A NICE CHANGE OF PACE FOR SECOND OR THIRD AND SHORT.

DEEP OUT



LEAD THE RECEIVER (ANALOG UP AND TO THE LEFT) TO HIT THIS RECEIVER IN STRIDE FOR BIG YARDAGE. A MAN-TO-MAN DEFENSE WILL FRUSTRATE THE PRIMARY RECEIVER ON THIS PLAY, SO CHECK OFF TO ONE OF THE OTHER PLAYERS. THE FULLBACK WHO IS RACING FOR THE SIDELINE AND THE FAR RIGHT WIDE-OUT ARE BOTH GOOD CHOICES.

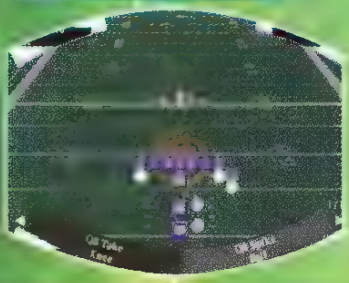
SEGA SPORTS

NFL 2K

CLOCK

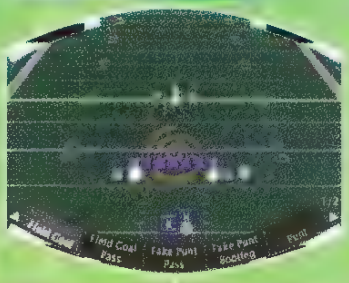
QB TAKE KNEE

QB SPIKE BALL

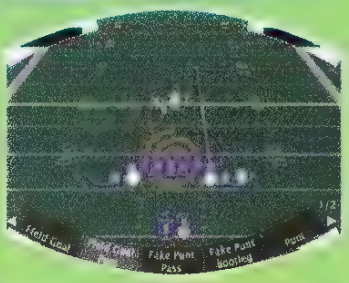


SPECIAL

FIELD GOAL



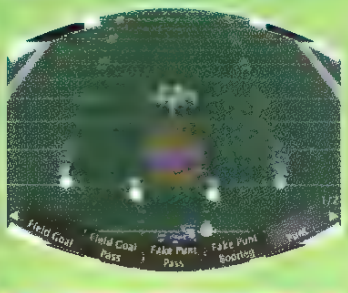
FIELD GOAL PASS



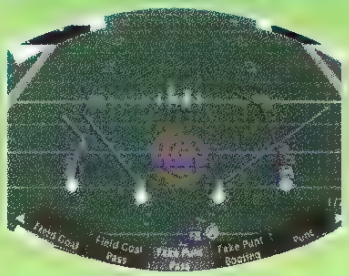
FIELD GOAL SCREEN PASS

FIELD GOAL RUN

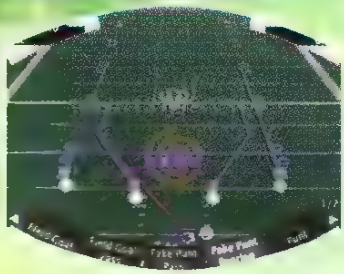
PUNT



FAKE PUNT PASS



FAKE PUNT BOOTLEG

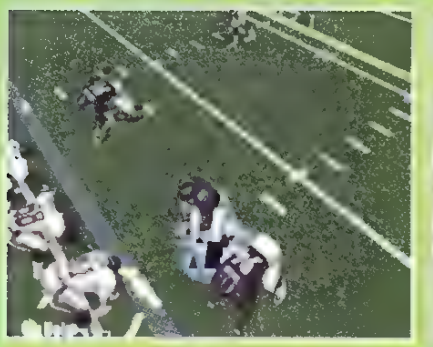


RATHER THAN HIKE THE BALL TO YOUR [illegible] YOU'LL CENTER HIKE THE BALL TO THE UP BACK, [illegible] ONCE YOU'VE GOT THE [illegible] WON'T HAVE TOO MUCH TRAVEL TO PULL IT.

CORE DEFENSIVE PLAYS

On the defensive side of the ball, each team has the same plays to choose from. What separates one defense from another is the quality of the players. Star cornerbacks like Charles Woodson from the Oakland Raiders and Deion Sanders of the Dallas Cowboys can cover the receivers like a blanket. Big linemen like John Randle of the Minnesota Vikings and Eric Swann of the Arizona Cardinals can strike fear into the hearts of opposing QBs.

Learn these plays well and you'll strike fear into the hearts of your friends and the AI won't know what to do when you play against computer. You can call defense via the VMU as well, so memorize about a dozen of them just like you did on offense. This should keep you covered for most of the game.



SCRIMMAGE ... BACKWARD ...

PRESSURING THE QUARTERBACK ... FOR SPECIFIC STRATEGIES

DEFINITION OF TERMS

- These play descriptions sometimes refer to the **tackle box**. This means the area along the offensive/defensive line to about 3–5 yards deep. Putting extra men in the tackle box is used to stuff the run.
- If the defender is referred to as **pressing**, that means he is in tight coverage and starts at the line of scrimmage. If the defender is referred to as **covering lose**, he's still in man-to-man coverage but he starts the play 5–10 yards off the line of scrimmage.
- A **line stunt** is when the defensive linemen crisscross as they make their rush into the backfield. This is done to confuse the offensive line and get one of the defenders free to rush the passer.
- If the defensive player is said to be covering the **flats**, he is watching the area outside of the offensive tackles in the backfield. Swing passes and screens are completed to the running backs in the flats.

SEGA SPORTS

NFL 2K

NICKEL 0DO

PRESS 2 DEEP

SIX MEN ARE IN THE TACKLE BOX, WITH THE OUTSIDE LINEBACKER BLITZING. THE CORNERBACKS (THERE ARE THREE OF THEM IN THIS PACKAGE) ARE PRESSING WHILE THE TWO SAFETIES PLAY DEEP TO HELP OUT THE DEFENDERS. THIS WORKS WELL AGAINST DEEP PASS PLAYS (WHEN THE WIDE-OUTS ARE RUNNING FLY PATTERNS) AND THE OFFENSE NEEDS BIG YARDAGE FOR THE FIRST DOWN.

DOUBLE SHOT MAN 1

THE CORNERBACKS ARE IN A LOOSE FORMATION, WHILE THE OUTSIDE LINEBACKER AND THE EXTRA DEFENSIVE BACK ARE IN ZONE COVERAGE IN THE MIDDLE. THE OTHER TWO LINEBACKERS BLITZ AND THE FREE SAFETY PLAYS A DEEP ZONE, WHILE THE STRONG SAFETY PICKS UP THE EXTRA RECEIVER. WITH THE CORNERS IN LOOSE COVERAGE, DON'T CALL THIS PLAY IN SHORT YARDAGE SITUATIONS. THE RECEIVERS WILL BE OPEN FOR A QUICK SCREEN OR A FAST SLANT PATTERN.

BASE MAN

THE SAFETIES PLAY A DEEP ZONE AND THE LINEBACKERS AND CORNERBACKS COVER MAN FOR MAN. WITH THE OUTSIDE LINEBACKER ON THE BLITZ, THIS DEFENSE HAS A NICE FOUR-MAN RUSH. CALL THIS DEFENSE AGAINST LONG PASSING SITUATIONS BECAUSE THE DEFENDERS ARE PLAYING LOOSE, SO THE RECEIVERS WILL BE OPEN AT THE START OF THE PLAY.

OUTSIDE FIRE MAN 1

THE MIDDLE LINEBACKER PLAYS A SOFT ZONE OVER THE MIDDLE WHILE THE OUTSIDE LINEBACKERS RUSH TO THE OUTSIDE OF THE LINE. THE FREE SAFETY PLAYS A DEEP ZONE, WHILE THE STRONG SAFETY AND THE EXTRA DEFENSIVE BACK PICK UP ADDITIONAL WIDE-OUTS IN MAN-TO-MAN COVERAGE. THIS DEFENSE WORKS REALLY WELL AGAINST OFFENSIVE SCREENS. IN OBVIOUS PASSING DOWNS, THIS DEFENSE DENIES THE OFFENSE THE OUTLET PASS TO THE BACKS IN THE FLATS.

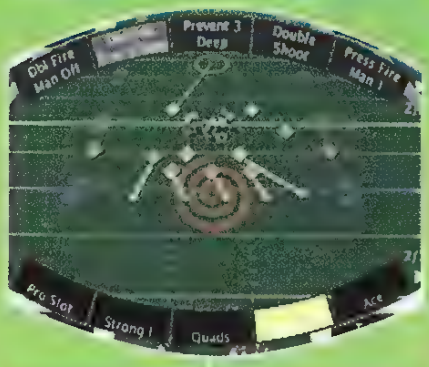
OFF MAN 2 DEEP

BOTH SAFETIES PLAY A DEEP ZONE AND THE OTHER DEFENSIVE BACKS PLAY EXTREMELY LOOSE COVERAGE. THE FIRST STEP OF THE CORNERBACKS IS BACKWARD, GIVING THE OFFENSIVE PLAYER A BIG CUSHION. TEAMS CALL THIS DEFENSE TO GUARD AGAINST OFFENSES WITH FAST WIDE-OUTS AND IN LONG YARDAGE SITUATIONS.

DOUBLE FIRE MAN OFF

THIS IS ALMOST LIKE A PREVENT DEFENSE. ALL THE DEFENDERS BACKPEDAL FROM THE START, EXCEPT FOR TWO OF THE LINEBACKERS. THE TWO LINEBACKERS BLITZ UP THE MIDDLE TO ADD A LITTLE BIT OF PRESSURE. THIS DEFENSE COVERS THE RECEIVERS WELL, BUT ONLY IN LONG YARDAGE SITUATIONS. A QUICK SLANT OR SCREEN TO A WIDE-OUT WILL GAIN 3–5 YARDS DUE TO THE CUSHION GIVEN BY THE DEFENDERS.

OUTSIDE FIRE 3 DEEP



THE DEFENSIVE BACKS ARE IN A PASSIVE MODE, BACKPEDALING FROM THE START OF THE PLAY WITH THE FREE SAFETY PLAYING A DEEP ZONE. THE TWO OUTSIDE LINEBACKERS RUSH TO THE OUTSIDE OF THE TACKLES, COVERING THE FLATS AND DENYING ANY SWING PASSES AND SCREENS TO THE RUNNING BACKS.

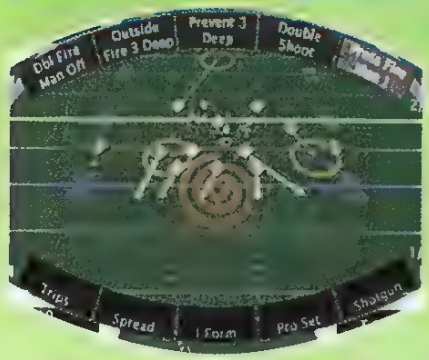
PREVENT 3 DEEP

ONLY THREE DEFENDERS RUSH THE PASSER, SO THIS PLAY WILL PROBABLY NOT CAUSE A SACK. IF THE OFFENSE CALLS A RUNNING PLAY, THE DEFENSE WILL BE IN TROUBLE. ALL OF THE DEFENDERS PLAY OFF THE LINE OF SCRIMMAGE AND ARE GUARDING AGAINST A BIG PLAY. CALL THIS PLAY ON ANY LAST-MINUTE DRIVES TO DENY THE OFFENSE A QUICK SCORE.

DOUBLE SHOOT

THIS ZONE DEFENSE IS BEST SUITED FOR SITUATIONS WHEN YOU ARE UNSURE WHETHER THE OFFENSE WILL BE CALLING A RUN PLAY. BUT BEWARE, IT'S SUSCEPTIBLE TO CROSSING PATTERNS AND BIG GAINS BY THE TIGHT END. THE TWO BLITZING LINEBACKERS ADD A LOT OF PRESSURE, SO TAKE CONTROL OF ONE OF THE LINEBACKERS AND GET INTO THE BACKFIELD TO DISRUPT THE PLAY.

PRESS FIRE MAN 1



THE CORNERBACKS ARE PRESSING ON THIS PLAY, DENYING ANY SHORT PASSES, AND THE SAFETIES PROVIDE DEEP HELP IN CASE THE WIDE-OUTS GET PAST THE CORNERS. THIS IS A NICE ALL-PURPOSE DEFENSE AS THE TWO OUTSIDE LINEBACKERS DENY THE FLATS TO THE RUNNING BACKS. CALL THIS DEFENSE WHEN YOU HAVE SHORT-YARDAGE PASSING SITUATIONS (3RD AND LESS THAN 7).

4-3

MIDDLE STUNT PRESS

THE 4-3 PACKAGE IS THE MOST COMMON DEFENSE IN THE NFL. THE DEFENSIVE LINE PULLS A STUNT AS THE MIDDLE LINEBACKER RUSHES THROUGH THE RIGHT GUARD AS THE RIGHT DEFENSIVE TACKLE SHOOTS LEFT. THE CORNERBACKS PRESS THE WIDE-OUTS DENYING A QUICK PASS WITH THE SAFETIES OFFERING DEEP SUPPORT. THE TWO OUTSIDE LINEBACKERS PLAY A SOFT ZONE TO THE OUTSIDE, COVERING ANY TIGHT ENDS OR RUNNING BACKS COMING OUT INTO PASS COVERAGE. THIS DEFENSE WORKS WELL AGAINST THE RUN AND THE PASS. ITS MAIN WEAKNESS IS THAT THE MIDDLE OF THE FIELD IS OPEN ABOUT 5 YARDS FROM THE LINE OF SCRIMMAGE.

MIDDLE DOG SKY 3

MIDDLE DOG SKY 3 IS A ZONE DEFENSE DESIGNED TO DENY THE OFFENSE INTERMEDIATE PASS ROUTES (5–10 YARDS). THIS DEFENSE IS SUSCEPTIBLE TO QUICK SLANTS AND TIGHT ENDS RUNNING UNDERNEATH THE LINEBACKERS.

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NFL 2K

BASE

MIDDLE FIRE PRESS

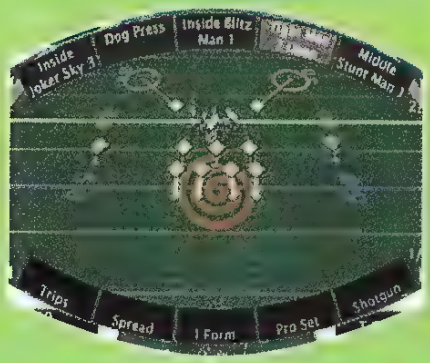
BASE COVER 2

INSIDE JOKER SKY 3

DOG PRESS

INSIDE BLITZ MAN 1

TIGHT MAN 2 DEEP



THIS DEFENSE IS A GOOD RUN STUFFER, WITH THE LINEBACKERS FILLING IN THE GAPS BETWEEN THE LINEMEN. THE CORNERBACKS PRESS THE DEFENDERS TO DENY THE SHORT PASS AND THE SAFETIES PLAY DEEP ZONES TO PICK UP ANY STRAY WIDE-OUTS RUNNING DEEP PATTERNS. THIS PLAY IS A GOOD ONE AGAINST RUNS UP THE MIDDLE.

MIDDLE STUNT MAN 1

THE DEFENSIVE TACKLES CLEAR A PATH IN THE MIDDLE FOR THE BLITZING MIDDLE LINEBACKER. THE TWO CORNERBACKS START OUT OFF THE LINE OF SCRIMMAGE, BUT THEIR FIRST STEP IS FORWARD TO PRESS THE WIDE-OUTS AND DENY THE QUICK PASS. YOU HAVE A GOOD CHANCE FOR AN INTERCEPTION IF THE OFFENSE CALLS A QUICK INSIDE SLANT.

3-4

TIGHT MAN 2 DEEP

TEAMS THAT HAVE BETTER LINEBACKERS THAN DEFENSIVE LINEMEN USE THE 3-4 DEFENSE. ON THIS PLAY, EXTRA PRESSURE IS PROVIDED BY ONE OF THE INSIDE LINEBACKERS. TAKE CONTROL OF HIM BEFORE THE SNAP AND GO AFTER THE QB. ALL THE OTHER DEFENSIVE BACKS ARE IN MAN-TO-MAN COVERAGE, SO THE WIDE-OUTS WILL BE COVERED LONG ENOUGH FOR YOU TO GET TO THE QB.

DOUBLE SHOOT 3 DEEP

A LOT OF PRESSURE IS PUT ON THE QB ON THIS PLAY AS BOTH INSIDE LINEBACKERS BLITZ UP THE MIDDLE. ALL THE OTHER DEFENDERS PLAY A ZONE TO DENY INTERMEDIATE PASSES. THE WIDE-OUTS ARE OPEN TO SHORT PASSES AND SEAM-SPLITTING ROUTES BY THE TIGHT END.

BASE MAN 2

ALL THE DEFENSIVE BACKS DROP INTO MAN-TO-MAN COVERAGE AS THE THREE DEFENSIVE LINEMEN AND ONE LINEBACKER RUSH THE QB. THIS PLAY DENIES SHORT PASSES AND GUARDS AGAINST THE BOMB WITH BOTH SAFETIES PLAYING A DEEP ZONE. THE OUTSIDE LINEBACKERS WHO GUARD THE AREAS FROM THE TACKLES TO THE SIDELINES STUFF SWEEPS AND TOSS PLAYS.

OUTSIDE FIRE 1 DEEP

THIS PLAY GUARDS AGAINST A RUN TO THE OUTSIDE, LEAVING A SEAM FOR A RUN UP THE MIDDLE. TAKE CONTROL OF ONE OF THE INSIDE LINEBACKERS TO HELP SHORE UP THIS WEAK SPOT IN THE D. WITH ONLY ONE SAFETY PLAYING ZONE, BE CAREFUL NOT TO CALL THIS PLAY ON LONG YARDAGE PASSING DOWNS (2ND AND 10+ YARDS, 3RD AND 7+

BASE MAN OFF

THE DEFENSIVE BACKS ARE IN A PASSIVE MODE ON THIS PLAY. THEIR FIRST REACTION IS TO BACKPEDAL, WHICH LEAVES THE DEFENSE SUSCEPTIBLE TO SHORT PASSING PLAYS BUT PREVENTS THE BIG GAIN. TAKE CONTROL OF THE BLITZING LINEBACKER AND GO GET THE QB. JUST MAKE SURE YOU DON'T GET OVERANXIOUS AND JUMP OFFSIDES.

DOUBLE SHOOT MAN 1

WITH THE LINEBACKERS HELPING RUSH THE PASSER, YOUR DEFENSE SHOULD GET A LOT OF PRESSURE UP THE MIDDLE. ALL THE OTHER DEFENDERS ARE PLAYING A SOFT MAN-TO-MAN COVERAGE. THE CORNERBACKS PLAY OFF THE BALL AS DO THE OUTSIDE LINEBACKERS. THIS DEFENSE IS GOOD IN 3RD AND LONG SITUATIONS. CALL IT TO HELP REDUCE THE RISK OF GETTING BURNT FOR A BIG TOUCHDOWN PASS.

PRESS 2 DEEP

THIS IS A TYPICAL ZONE DEFENSE. THE DEFENSIVE LINE RUSHES TO THE OUTSIDE, AS DOES THE OUTSIDE LINEBACKERS. THE INSIDE LINEBACKERS PLAY A DEEP ZONE. THE CORNERBACKS AND THE STRONG SAFETY ALL PLAY LOOSE DEFENSE, PLAYING OFF THE LINE OF SCRIMMAGE AND THEIR FIRST REACTION IS TO BACK PEDAL. CALL A DEFENSE LIKE THIS ON 3RD AND LONG. HOPEFULLY THE RECEIVER WILL CATCH THE BALL SHORT OF THE FIRST DOWN MARKER AND YOU CAN STOP HIM BEFORE HE GETS ACROSS.

DOUBLE SHOOT PRESS 1

BOTH INSIDE LINEBACKERS FILL THE GAPS OF THE DEFENSIVE LINE ON THIS PLAY AND THE SAFETIES PLAY DEEP WHILE THE REST OF THE DEFENSE PLAYS AGAINST DOUBLE TIGHT END FORMATIONS AND OFFENSIVE PLAYS WITH A LOT OF ELLIGIBLE WIDE RECEIVERS.

MIDDLE BLITZ

THE THREE DEFENSIVE LINEMEN AND THE TWO INSIDE LINEBACKERS ALL RUSH TO THE MIDDLE IN AN ATTEMPT TO OVERWHELM THE INTERIOR OFFENSIVE LINE. THE OUTSIDE LINEBACKERS PLAY ZONE COVERAGE AND THE CORNERBACKS PLAY PRESSING MAN-TO-MAN COVERAGE. THIS DEFENSE WILL STUFF AN INSIDE RUN AND SHOULD OVERWHELM AN OFFENSE IN A QUAD OR SPREAD FORMATION.

DIME

OUTSIDE DOG MAN 1

THE OUTSIDE LINEBACKERS RUSH INTO THE FLATS, WHILE THE CORNERBACKS PLAY A PRESSING MAN FOR MAN COVERAGE. THE FREE SAFETY PLAYS A DEEP ZONE AND THE STRONG SAFETY FLOATS TO WERE NEEDED. THIS IS A GOOD DEFENSE FOR STOPPING QUICK SCREENS AND OUTSIDE RUNNING PLAYS.

BASE COVER 3

DIME DEFENSES FEATURE FIVE PEOPLE UP FRONT AND SIX DEFENSIVE BACKS. STRICTLY A ZONE DEFENSE, BASE COVER 3 DENIES ANY SHORT PASSES AND GUARDS AGAINST THE DEEP THREAT WITH THE TWO SAFETIES. THE WEAKNESS OF THIS DEFENSE IS PLAYS THAT SPLIT THE ZONE AND GET RECEIVERS DEEPER THAN THE LINEBACKERS BUT INSIDE THE TWO SAFETIES. WATCH OUT FOR THE TIGHT END, A COMMON ZONE BUSTER.

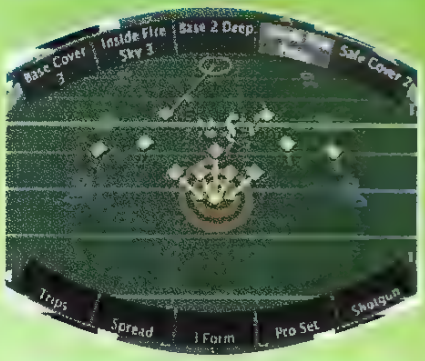
INSIDE FIRE SKY 3

INSIDE FIRE SKY 3 PUTS THE FREE SAFETY IN A REALLY DEEP ZONE, NEARLY 20 YARDS FROM THE LINE OF THE SCRIMMAGE. THE CORNERS START OFF THE RECEIVERS AND CHEAT UP AT THE SNAP, BUT THE DEFENSE IS SUSCEPTIBLE TO QUICK SLANTS TO THE WIDE-OUTS. TAKE CONTROL OF THE BLITZING MIDDLE LINEBACKER TO GET PRESSURE ON THE QB.

BASE 2 DEEP

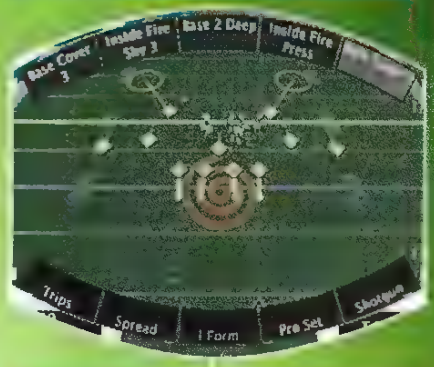
BASE 2 DEEP IS A VANILLA (PLAIN) DIME DEFENSE. THE DEFENSIVE BACKS START DEEP BUT COME UP TO ENGAGE THEIR ASSIGNMENTS IN A TIGHT MAN-TO-MAN COVERAGE. IF THE RECEIVERS GET BEYOND THE FIRST LINE OF DEFENDERS, THEY ARE PICKED UP BY THE TWO SAFETIES. TAKE CONTROL OF A LINEMAN ON THIS PLAY TO APPLY QB PRESSURE, EVERYONE ELSE HAS AN ASSIGNMENT ON THIS PLAY.

INSIDE FIRE PRESS



IF YOU CAN CATCH THE OFFENSE ON AN INSIDE RUNNING PLAY, YOU WILL BE IN GREAT SHAPE. THE FIVE DEFENDERS IN THE TACKLE BOX ALL APPLY PRESSURE TO THE INTERIOR OF THE LINE AS THEY GO FOR THE QUARTERBACK. THE DEFENDERS ALL START OFF A COUPLE YARDS BACK FROM THE RECEIVERS, SO WATCH OUT FOR A QUICK PASS THAT AVOIDS THE RUSH.

SAFE COVER 2



THIS IS AN EASY WAY OUT, OPERATING UNDER A "BEND, BUT DON'T BREAK" PHILOSOPHY. ALL OF THE DEFENSIVE BACKS BACKPEDAL, LEAVING THE RUSH TO JUST THE FOUR DOWN LINEMEN. THE THEORY IS THAT THE DEFENDERS WILL GIVE UP SHORT PASSES, BUT NOT A BIG PLAY.

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MIDDLE DOG SOFT

INSIDE FIRE SOFT

MIDDLE STUNT

PREVENT

INSIDE FIRE

NICKEL

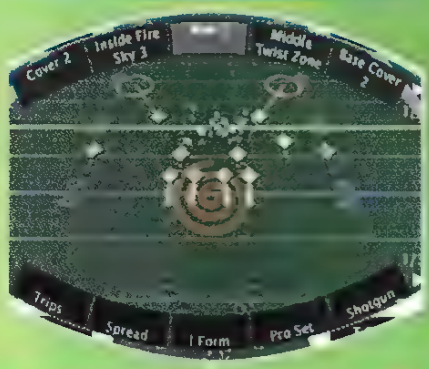
COVER 2

NICKEL DEFENSES [illegible] LINEMEN, TWO LINEBACKERS [illegible] ARE [illegible] AND [illegible] YARDS [illegible] INTO THE [illegible] BACK. THE RECEIVERS WILL GET MORE OPEN AS THE PLAY RUNS LONGER.

INSIDE FIRE SKY 3

ONE LINEBACKER BLITZES WHILE THE OTHER LINEBACKER AND THE EXTRA DEFENSIVE BACKS DROP INTO A MIDDLE ZONE WHILE THE CORNERS PLAY MAN-TO-MAN DEFENSE. THE FREE SAFETY PLAYS A DEEP ZONE TO GUARD AGAINST THE LONG PLAY. TAKE CONTROL OF THE BLITZING LINEBACKER. YOUR DEFENDERS WILL KEEP THE RECEIVERS COVERED FOR A LONG TIME ON THIS PLAY, SO A SACK IS A GOOD BET.

MAN 2

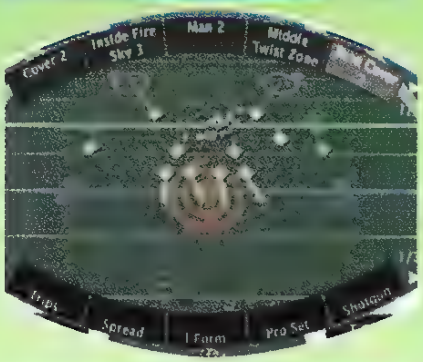


THIS DEFENSE TRIES TO LURE THE OFFENSE INTO THROWING A SHORT PASS. THE CORNERBACKS START OFF THE BALL, THEN MOVE FORWARD TO DENY ANY QUICK THROWS. THIS IS A GOOD OPPORTUNITY FOR AN INTERCEPTION AND A GOOD DEFENSE TO CALL.

MIDDLE TWIST ZONE

THE LINE PULLS A STUNT AND THE LINEBACKER BLITZES TO PRESSURE THE QB ON THIS PLAY. WITH ALL THE DEFENSIVE BACKS IN ZONE COVERAGE, YOU HAVE TO GET TO THE QUARTERBACK IN A HURRY. THIS DEFENSE IS OPEN TO SHORT, QUICK PASSES, SO ONLY CALL IT IN LONG YARDAGE SITUATIONS.

BASE COVER 2



THIS PLAY IS A MAN-TO-MAN VERSION OF COVER 2. CALL THIS DEFENSE WHEN YOU NEED TO GUARD AGAINST A BIG PLAY. IT IS SUSCEPTIBLE TO SHORT PASSES AND QUICK OUTS TO THE SIDELINES. YOU NEED TO GET A GOOD RUSH FROM YOUR LINEMEN AS ONLY FOUR DEFENDERS ARE GOING AFTER THE QB.

INSIDE FIRE MAN 1

INSIDE FIRE MAN 1 IS A GOOD MULTIPURPOSE NICKEL PACKAGE. THE DEFENSIVE BACKS GUARD AGAINST THE BIG PLAY, AND THE BLITZING LINEBACKER PROVIDES THE QB HEAT. IT'S GOOD AGAINST THE RUN, AS THERE ARE STILL SIX DEFENDERS IN THE TACKLE BOX AND EVERYONE IS IN MAN-TO-MAN COVERAGE.

MIDDLE TWIST MAN 1

A LOT OF PRESSURE IS PUT UP FRONT WITH THIS PLAY. RUNS UP THE GUT WILL GET SQUASHED AND THE EXTRA DEFENDER HELPS GUARD AGAINST THE PASS. THE ONLY WEAKNESS TO THIS DEFENSE IS THAT THE DEFENSIVE BACKS ARE IN PASSIVE MODE, CONCEDING SHORT, QUICK PASSES.

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HATCHET MAN

HATCHET MAN BRINGS THREE DEFENDERS TO THE LEFT AND TWO TO THE RIGHT, COVERING ANY AND ALL RUSH AND SHORT PASS CONTINGENCIES. THE DEFENSIVE BACKS ARE PLAYING PASSIVELY ALLOWING SHORT PASSES UNDERNEATH. IF THE OFFENSIVE PLAYER CAN BREAK THE FIRST TACKLE, HE CAN MAKE THE FIRST DOWN. CALL THIS PLAY WHEN YOU THINK A RUN PLAY MIGHT BE COMING EVEN THOUGH IT'S A PASSING DOWN.

SAFE COVERAGE

THIS PLAY DROPS THE DEFENSIVE TACKLE INTO COVERAGE, AND DARES YOU TO RUN THE BALL. THE CORNERS START 7 YARDS OFF THE LINE OF SCRIMMAGE, THE SAFETIES START 12 YARDS OFF THE LINE, AND THE LINEBACKERS' FIRST STEP IS BACKWARD. A DELAY RUN WILL MURDER THIS DEFENSE, SO TAKE CONTROL OF A LINEMAN, AND BE PREPARED FOR THE RUN.

MIDDLE TWIST PRESS

THE QB GETS A TON OF PRESSURE FROM THE RUSHING LINEMAN AND THE BLITZING LINEBACKER, AND THE SIX OTHER DEFENDERS ARE IN TIGHT MAN-TO-MAN COVERAGE FROM THE GET GO. USE THIS AS ONE OF YOUR PRIMARY NICKEL DEFENSES.

GOAL LINE

PRESS FIRE

[illegible] GOAL LINE DEFENSE TO STOP THE RUN ON SHORT YARDAGE PLAYS. THIS PLAY PUTS MORE GUYS IN THE TACKLE BOX, CONCENTRATING ON DEFENDING RUNS OFF TACKLE. THE CORNERBACK IS IN TIGHT MAN-TO-MAN, AND THE FREE SAFETY DROPS BACK INTO A ZONE. IF THIS IS A PASS PLAY, GET TO THE QB IN A HURRY. EVENTUALLY THE WIDE-OUT WILL GET OPEN IF YOU GIVE HIM ENOUGH TIME.

WEAK FIRE

THIS PLAY IS [illegible] THAT THE RUN WILL BE COMING TO THE RIGHT. THE S AND THE CORNERS ALL PLAY TIGHT ON THE LINE, SO WATCH OUT FOR A FADE PASS TO THE CORNER.

BASE

THE DIFFERENCE BETWEEN THIS PLAY AND THE PRESS FIRE GOAL LINE PLAY IS THAT THE CORNER IS NOT UP ON THE LINE OF SCRIMMAGE AT THE BEGINNING OF THE PLAY. THIS SHOULD ALLOW FOR BETTER PASS DEFENSE ON FADE TYPE ROUTES.

ALL FIRE PRESS

THIS PLAY REALLY GAMBLES ON THE RUN. ONLY THE TWO CORNERS DROP BACK TO GUARD AGAINST THE PASS, WHILE EVEN THE SAFETIES COME UP TO DEFEND THE RUN. CALL THIS PLAY ON 3RD OR 4TH AND INCHES AWAY FROM THE GOAL LINE WHEN YOU WANT TO HEDGE YOUR BET AGAINST A PASS PLAY.

MIDDLE JOKER

THIS PLAY LOOKS LIKE A NORMAL GOAL LINE DEFENSE WHEN YOU LINE UP, BUT THE DEFENSIVE BACKS DROP INTO A ZONE TO GUARD AGAINST THE PASS. THE LINE PLAYS AGAINST A RUN TO THE OUTSIDE, SO BE WARY OF THE RUN UP THE MIDDLE.

MIDDLE TWIST

WHILE THE BACKS PRESS COVERAGE IN CASE OF A PASS, THE DEFENSIVE LINE OVERLOADS ON THE CENTER IN AN ATTEMPT TO STOP ANY RUNS UP THE GUT. THIS IS A GOOD DEFENSE TO STOP A QB SNEAK.

STRONG FIRE

THE RIGHT LINEBACKER BLITZES WHILE THE LEFT ONE HEDGES AGAINST THE RUN. THE OTHER BACKS STEP UP TO PRESS ANY RECEIVERS AT THE LINE OF SCRIMMAGE, AND THE LINE GUESSES THAT THE RUN WILL COME LEFT OF CENTER.

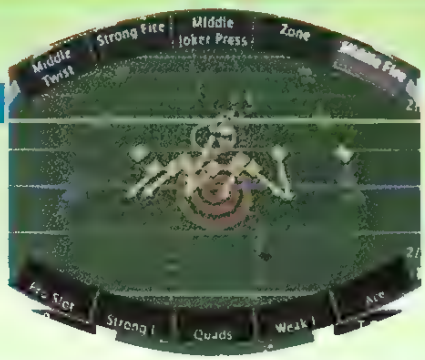
MIDDLE JOKER PRESS

THE DEFENSE GUESSES THAT THE RUN WILL COME TO THE RIGHT SIDE. AS WITH ALL OF THE JOKER PLAYS, THE DEFENSIVE TACKLE DROPS INTO A ZONE COVERAGE, SO YOU ARE WELL PREPARED IN CASE THE OFFENSE CALLS A RUN PLAY.

ZONE

THE ZONE PLAY PUTS A LOT OF PRESSURE ON THE CENTER AND RIGHT SIDE OF THE LINE, WHILE THE DEFENSIVE BACKS COVER ZONES TO GUARD AGAINST THE PASS. WATCH FOR A RUN AGAINST THE LEFT SIDE—YOUR FORMATION IS WEAK THERE.

MIDDLE FIRE



THIS DEFENSE IS GUESSING THAT THE RUN WILL BE TO THE OUTSIDE. THE CORNERS ARE IN TIGHT COVERAGE AND ONE TACKLE JUMPS BACK INTO A ZONE OVER THE MIDDLE JUST IN CASE.

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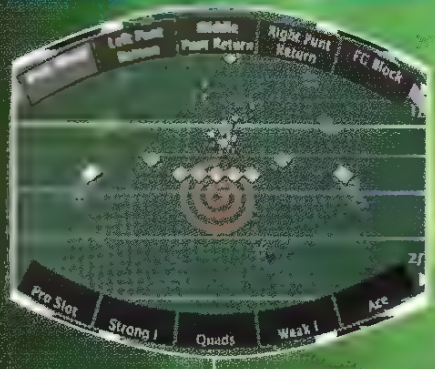
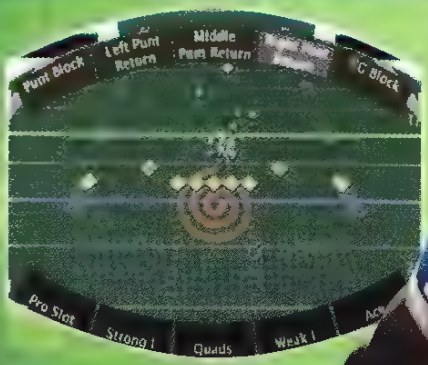
SPECIAL

PUNT BLOCK



LEFT PUNT RETURN, MIDDLE PUNT RETURN, RIGHT PUNT RETURN



FG BLOCK

USE TEAMS

NFL 2K features all 31 teams in the NFL. That's right they're all there, including the all-new Cleveland Browns. And each team is different. Every team has its own playbook. They all share core offensive and defensive plays, but each team has 10–15 unique offensive plays.

This section goes over the playbook of each team and gives you descriptions of all the custom plays.

THE TEAMS BY THE NUMBERS

TEAM	OFFENSE	DEFENSE	OVERALL
49ers	91	81	83
Bears	68	85	75
Bengals	77	68	72
Bills	89	85	85
Broncos	94	90	92
Browns	70	73	73
Buccaneers	83	95	86
Cardinals	74	89	80
Chargers	62	98	81
Chiefs	77	89	83
Colts	87	73	78
Cowboys	89	84	85
Dolphins	86	93	85
Eagles	65	80	73
Falcons	95	94	91
Giants	63	82	74
Jaguars	95	82	87
Jets	93	94	91
Lions	82	80	80
Packers	94	85	84
Panthers	74	66	72
Patriots	92	83	86
Raiders	74	96	84
Rams	68	86	77
Ravens	65	77	72
Redskins	76	81	79
Saints	67	74	71
Seahawks	67	92	79
Steelers	67	92	78
Titans	74	88	84
Vikings	100	92	94

SEGA™ SPORTS

NFL 2K

SAN FRANCISCO 49ERS

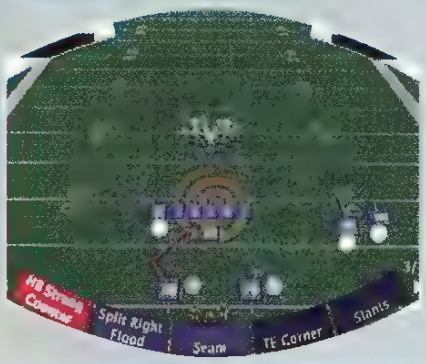
BY THE NUMBERS

Offense	91
Defense	81
Overall	83

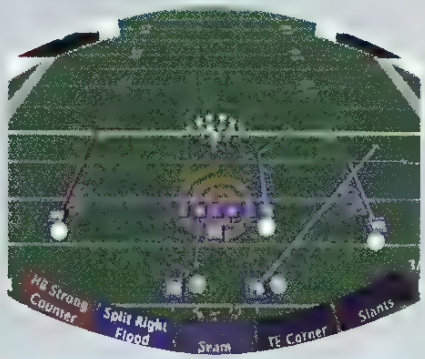
UNIQUE PLAYS

PRO SET

HB STRONG COUNTER

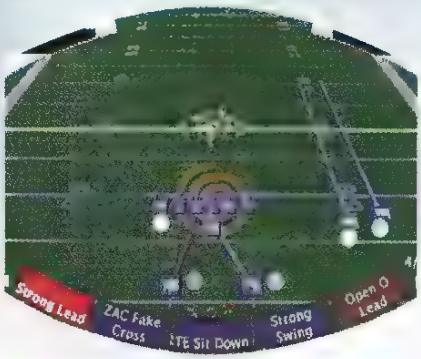


SPLIT RIGHT FLOOD

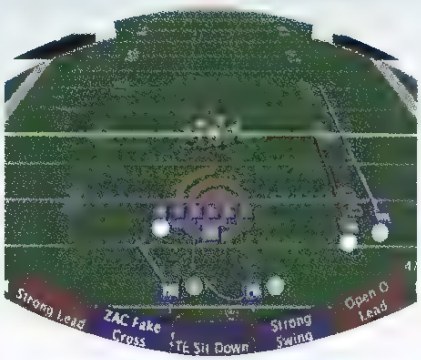


SEAM

STRONG LEAD



ZAC FAKE CROSS



THE PRIMARY RECEIVER RUNS ACROSS THE MIDDLE OF THE FIELD ON THIS PASS PLAY. AFTER THE FAKE [illegible] FOR THE [illegible] HIM [illegible] RUN AFTER CATCH.

TE SIT DOWN

ON THIS PLAY, THE HIGH END RUNS UPFIELD [illegible] TO VANISH. [illegible] PASSED FOR THE [illegible] KEY [illegible] MOVED [illegible] TO [illegible] ARMS [illegible] PLAY [illegible] IF THE COMEBACK IS [illegible] UNDERNEATH. THE INTERCEPTION RATE IS [illegible]

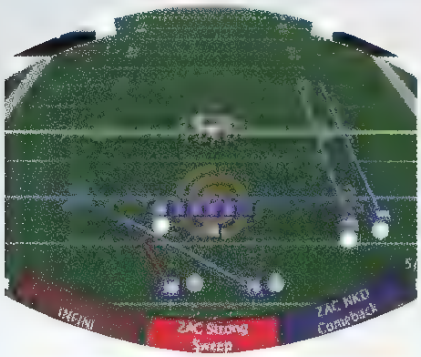
STRONG SWING

THE FIRST PLAY IS DESIGNED TO HIT THE [illegible] [illegible] YOU [illegible]

OPEN O LEAD

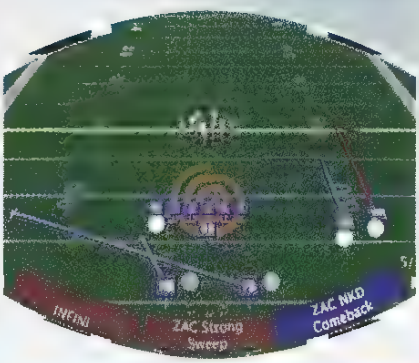
THE FAMILIAR [illegible] [illegible]

ZAC STRONG SWEEP



DON'T WAIT FOR YOUR FULLBACK BLOCKER ON THIS OUTSIDE RUNNING PLAY. TAKE A COUPLE OF STEPS TO YOU[illegible] THEN TURN IT UPFIELD. [illegible] WHEN THE DEFENSE IS THINKING PASS.

ZAC NKD COMEBACK



THIS PLAY IS GREAT WHEN [illegible] YOU NEED TO GET [illegible] AFTER [illegible] STICK [illegible] CHANGE [illegible]

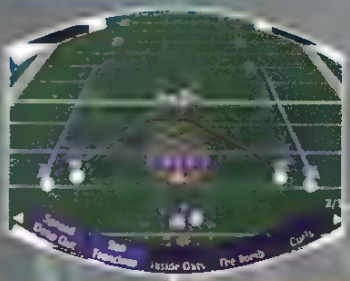
SEGA™ SPORTS

NFL 2K

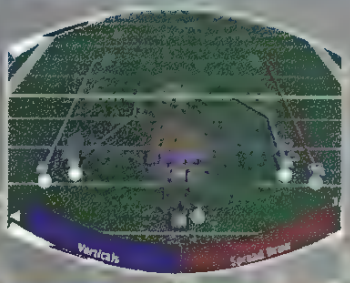
QUADS

SPREAD DEEP OUT

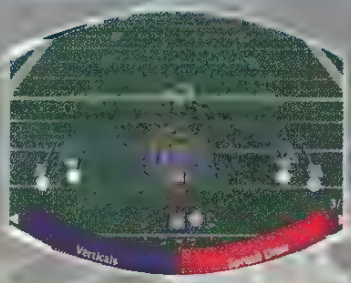
SAN FRANCISCO



VERTICALS



SPEED DRAW



THE PLAYBOOK

OFFENSE

TRIPS

TA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
[illegible] Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
TA Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
[illegible] Counter	Split Right Flood	Sweep	TE Corner	Slants
[illegible] Lead	ZAC Fake Cross	TE Sit Down	Strong Swing	Open O Lead
ZAC Strong Sweep	ZAC NKD Comeback			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Spread Deep Out	San Francisco	Inside Outs	The Bomb	Curls
Verticals	Spread Draw			

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

CHICAGO BEARS

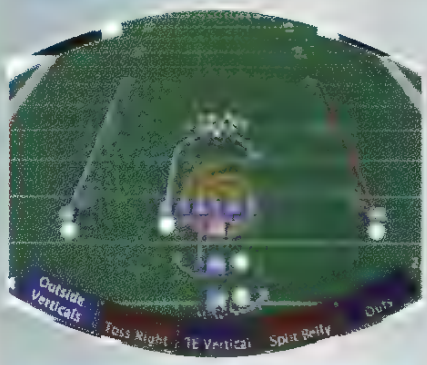
BY THE NUMBERS

Offense	68
Defense	85
Overall	75

UNIQUE PLAYS

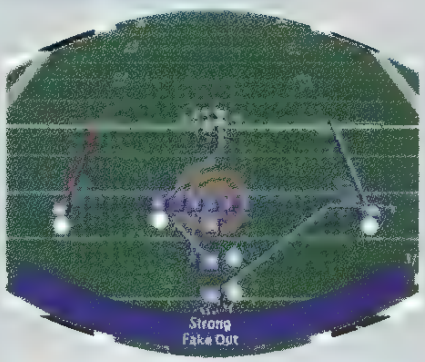
I FORM

OUTSIDE VERTICALS



THE TIGHT END CE[illegible] TWO WIDE OUTS. [illegible] THIS PLAY. [illegible] GREAT WHEN YOU [illegible] OPPONENTS [illegible] ANALOG [illegible] ONE. [illegible]

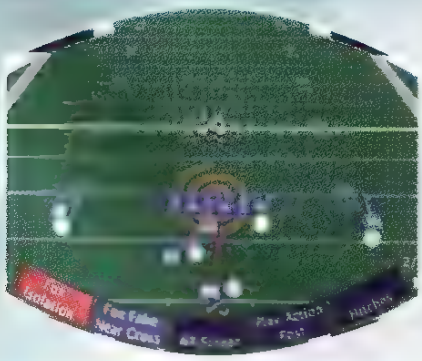
STRONG FAKE OUT



THE WIDE RECEIVER [illegible] AND OUTS FOR THE SECOND [illegible] THIS PLAY IS THE FAKE [illegible] TO [illegible] YOUR [illegible] YOUR [illegible] ONE. [illegible]

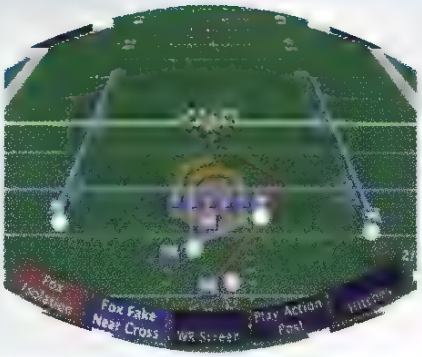
WEAK I

FOX ISOLATION



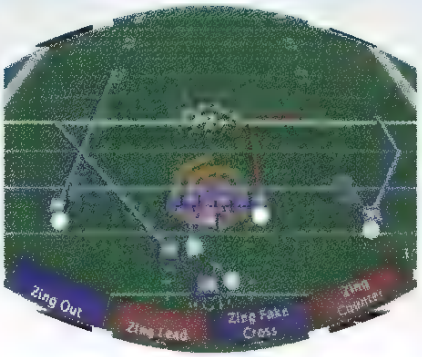
RUN HARD TO [illegible] FOR THE OPENING [illegible] YOU A COUPLE OF [illegible]

FOX FAKE NEAR CROSS



THIS IS A REALLY GOOD PLAY AGAINST THE ZONE. AFTER [illegible] TO THE [illegible] WAIT [illegible] YOU ABOUT 15 YARDS EVERY TIME.

ZING OUT

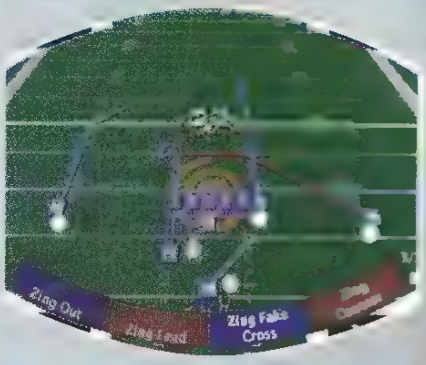


THE PRIMARY TARGET IS THE TIGHT END WHO RUNS [illegible] BEFORE CUTTING TO THE SIDE. [illegible] LIGHTLY [illegible] PLAY TO MAKE IT EASIER.

ZING LEAD

[illegible] BLOCKER ON THIS RUN UP THE MIDDLE [illegible] IS THE HOLE YOUR BULL BACK CHOOSES ON THE LEFT SIDE OF THE LINE.

ZING FAKE CROSS



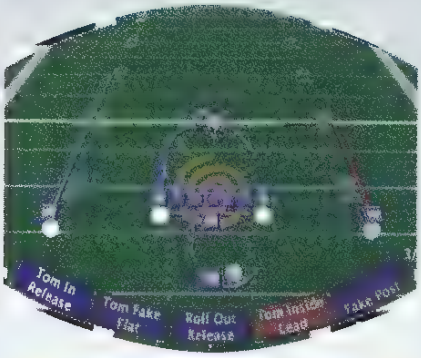
WAIT FOR THE PRIMARY [illegible] MIDFIELD TRICK PLAY [illegible] FOR THE LONG PASS. [illegible] AGAINST [illegible] SAFETY PASS. IT CAN BE [illegible]

ZING COUNTER

[illegible]

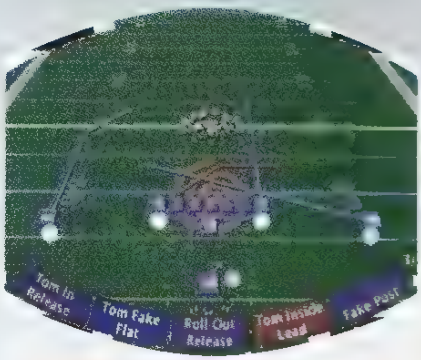
ACE

TOM IN RELEASE



THE PRIMARY RECEIVER RUNS UP 10 YARDS AND CUTS ACROSS THE FIELD. WAIT FOR HIM TO GET TO THE MIDDLE [illegible] ANALOG STICK LEFT AND SLIGHTLY UP TO COMPLETE THE PASS. THIS WORKS WELL AGAINST ZONE DEFENSES.

TOM FAKE FLAT

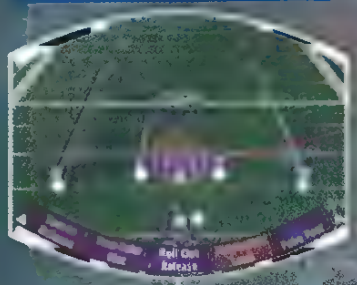


HIT THE TIGHT END [illegible] RIGHT SIDE OF THE LINE [illegible] HIM [illegible] THIS [illegible] WHERE THE [illegible] TO RUN THEIR ROUTES.

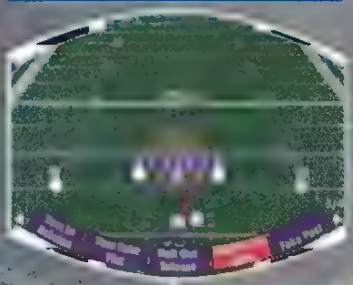
SEGA™ SPORTS

NFL 2K

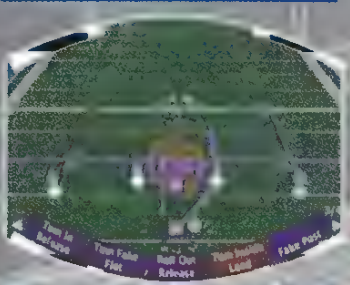
ROLL OUT RELEASE



TOM INSIDE LEAD



FAKE POST



TOM LEAD

THE PLAYBOOK

OFFENSE

TRIPS

Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Outside Verticals	Toss Right	TE Vertical	Split Belly	Outs
Strong Fake Out				

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Fox Isolation	Fox Fake Near Cross	WR Screen	PA Post	Hitches
Zing Out	Zing Lead	Zing Fake Cross	Zing Counter	

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Tom In Release	Tom Fake Flat	Roll Out Release	Tom Inside Lead	Fake Post
Tom Lead				

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flats	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA SPORTS

NFL 2K

CINCINNATI BENGALS

BY THE NUMBERS

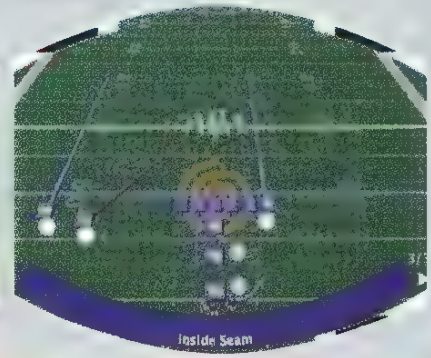
Offense	77
Defense	68
Overall	72

UNIQUE PLAYS

I FORM

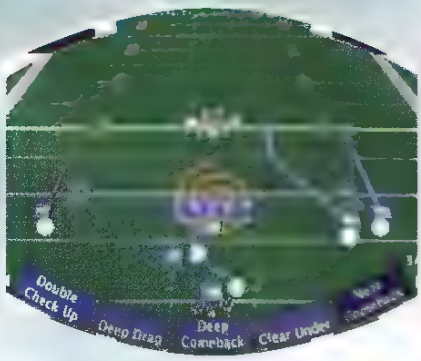
FAKE FLOOD

INSIDE SEAM

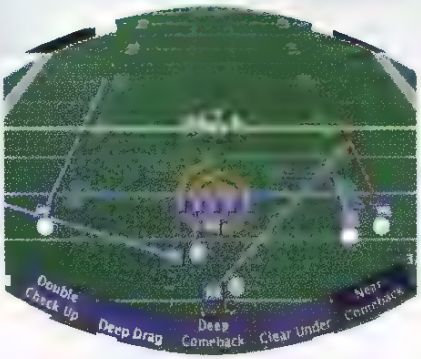


PRO SLOT

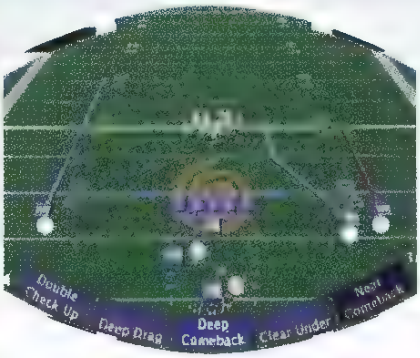
DOUBLE CHECK UP



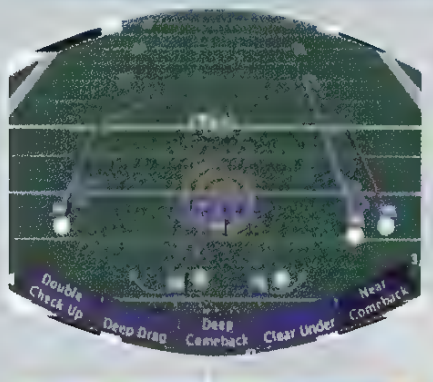
DEEP DRAG



DEEP COMEBACK

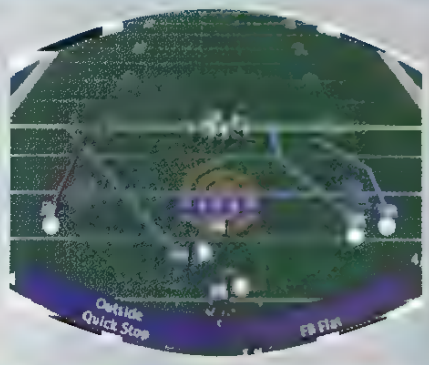


Clear Under



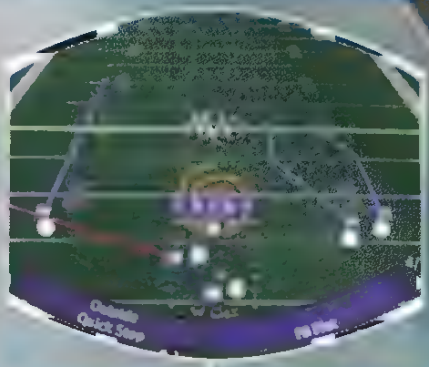
THIS PLAY WILL GET YOU 10 YARDS AND MORE AS THE PRIMARY WIDE-OUT CUTS ACROSS THE MIDDLE. THIS WORKS WELL AGAINST A ZONE. LEAD YOUR RECEIVER A LITTLE BIT (ANALOG STICK LEFT) AS HE COMES ACROSS THE FIELD. IF THE PRIMARY RECEIVER IS COVERED, YOU HAVE TWO RECEIVERS RUNNING FLY PATTERNS, ONE OF WHOM SHOULD BE IN SINGLE COVERAGE.

Outside Quick Stop



TIME THE PASS SO THE BALL ARRIVES JUST AS THE RECEIVER IS TURNING AROUND. THIS PLAY WILL GET YOU 7 TO 8 YARDS BUT BE CAREFUL. THE RECEIVER IS NOW RUNNING TOWARD THE LINE OF SCRIMMAGE AND HE WILL LOSE YARDS THE LONGER YOU WAIT. A GREAT SECONDARY RECEIVER IS THE FULLBACK COMING OUT OF THE BACKFIELD. YOU CAN COMPLETE MANY BIG PLAYS WITH HIGH RAC (RUN AFTER CATCH) WITH THIS SECONDARY TARGET.

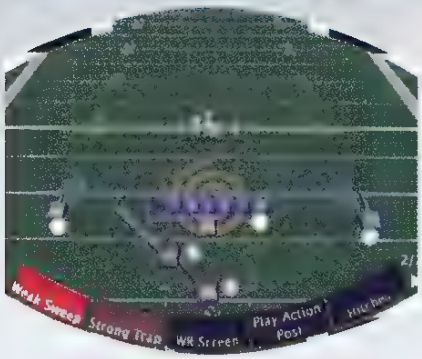
FB Flat



THIS PLAY IS A GOOD SMALL-YARDAGE PASS PLAY. THE FULLBACK IS A BIG TARGET AND CAN GET YOU 3–5 YARDS. GIVE HIM A COUPLE OF SECONDS BEFORE DELIVERING THE BALL AND DON'T LEAD HIM. THE PASS IS SO CLOSE THAT ANY LEAD WILL CAUSE HIM TO STOP OR DIVE, LIMITING YOUR YARDAGE GAINS.

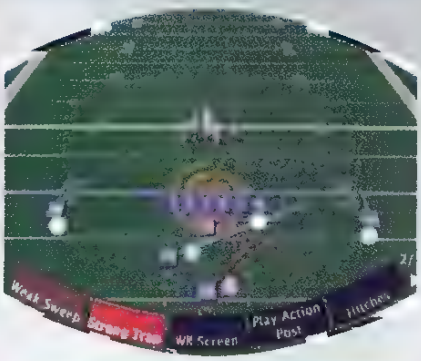
WEAK I

Weak Sweep



IT'S CALLED A WEAK SWEEP BECAUSE THE RUN TAKES PLACE ON THE OPPOSITE SIDE OF THE LINE FROM THE TIGHT END. WITHOUT THE EXTRA BLOCKER, YOU NEED TO GET UPFIELD QUICKLY AND NOT SPEND TOO MUCH TIME RUNNING SIDE TO SIDE.

Strong Trap



THIS IS A GREAT RUNNING PLAY! DON'T HIT THE SPEED BURST FOR THE FIRST COUPLE OF SECONDS—WAIT FOR YOUR BLOCKERS. ONCE THEY TURN UPFIELD, POUR ON THE GAS AND HIT THE MONSTER HOLE THEY OPEN UP.

Zing Fake Cross

[illegible]

SEGA™ SPORTS

NFL 2K

THE PLAYBOOK

OFFENSE

TRIPS

Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
Middle Cross				

SPLIT

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Middle Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Up Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Pattern Flood	Toss Right	TE Vertical	Split Belly	Outs
Middle Seam				

PRO

Fullback	Deep Cross	Sweep Right	HB Swing	HB Counter
Wave	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	Ax Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Double Check Up	Deep Drag	Deep Comeback	Clear Under	Near Comeback
Outside Quick Stop	FB Flat			

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Weak Sweep	Strong Trap	WR Screen	PA Post	Hitches
Zing Fake Cross				

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

BUFFALO BILLS

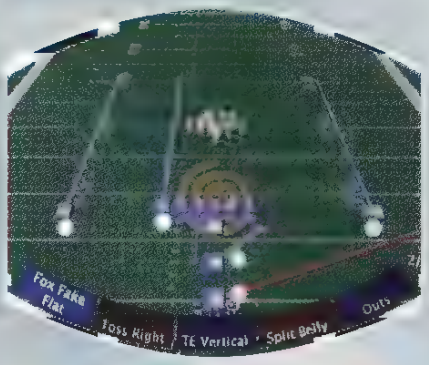
BY THE NUMBERS

Offense	89
Defense	85
Overall	85

UNIQUE PLAYS

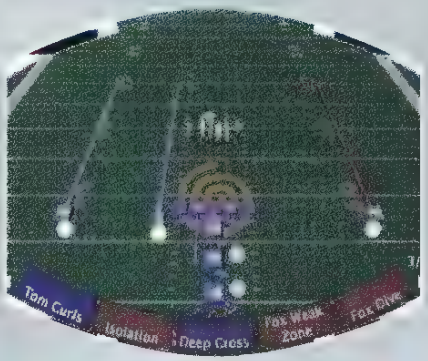
I FORM

FOX FAKE FLAT



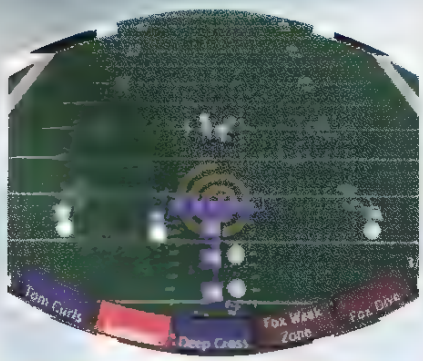
[illegible]

TOM CURLS



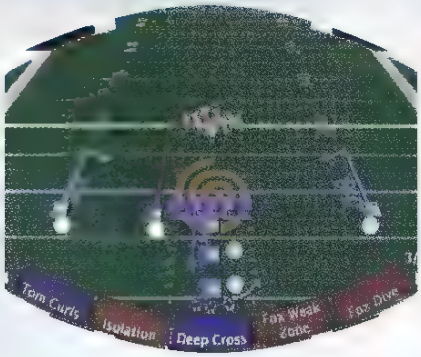
YOU ARE GOING TO NEED THE BACK OF A LINE TO WAIT UNTIL THE RECEIVER [illegible] BACK TO THE [illegible] BEFORE [illegible] UP AND TO THE RIGHT TO [illegible] WORKS [illegible] AND YOU [illegible] BACK.

ISOLATION



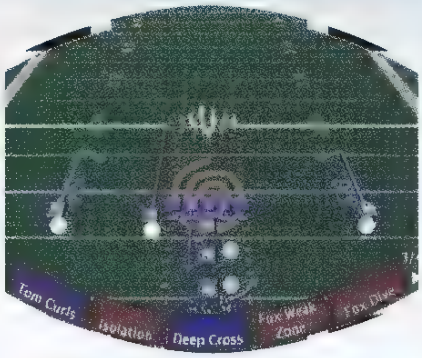
GET TO THE LINE OF SCRIMMAGE [illegible] YOU'LL SHOOT [illegible] YOU'LL NEED TO [illegible] GAIN MORE THAN [illegible]

DEEP CROSS



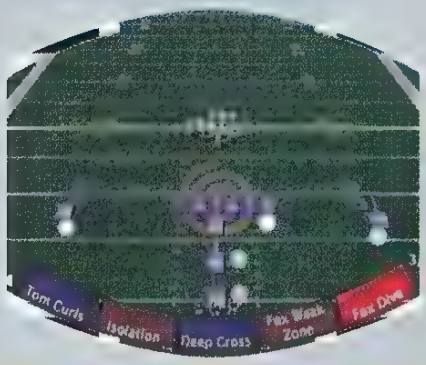
WAIT FOR THE TIGHT END TO MAKE HIS CUT ACROSS THE MIDDLE OF THE FIELD AND DELIVER HIM THE BALL. [illegible] WATCH [illegible] THE DEFENSE [illegible] RECEIVER APPROPRIATELY.

FOX WEAK ZONE

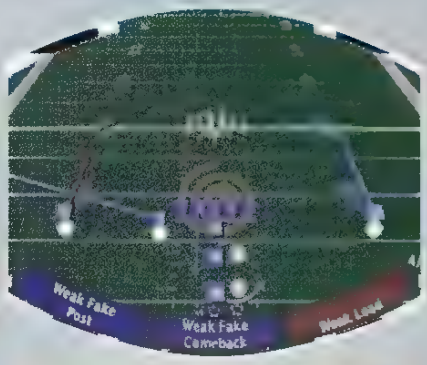


FOLLOW YOUR FULLBACK ON THIS PLAY FOR A BIG GAIN. IF YOU CAN GET PAST THE CORNERBACK, THIS PLAY WILL GET YOU 5–10 YARDS.

FOX DIVE



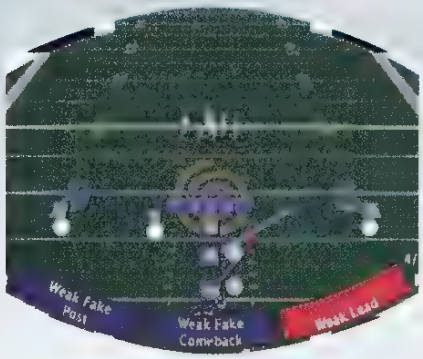
WEAK FAKE POST



WEAK FAKE COMEBACK

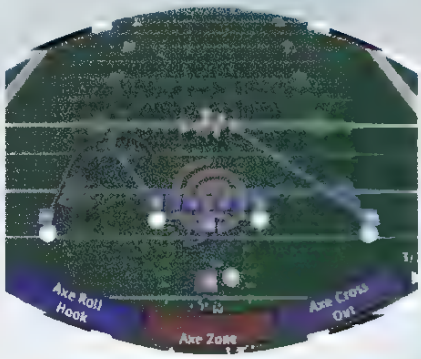
ACE

WEAK LEAD



THIS PLAY IS A RUN THAT WORKS BEST WHEN YOU FOLLO[illegible] OUT-SIDE [illegible] ON THE WE[illegible] ENOUGH FOR YOU TO GET PAST HIM.

AXE ROLL HOOK



THE MAIN [illegible] HOO[illegible] BE[illegible] FOR THIS [illegible] AND GET HIM THE[illegible]

BILLS

BILLS

SEGA SPORTS

NFL 2K

AXE ZONE

THIS BLOCKING SCHEME SHOULD GET YOUR HALFBACK 3–5 YARDS EVERY TIME! THE HOLE WILL BE TO THE LEFT OF THE LINE AND ONCE YOU SEE IT OPEN, HIT IT AS HARD AS YOU CAN.

AXE CROSS ROUTE

THE TIGHT END IS YOUR TARGET, BUT THE WIDE RECEIVER SNEAKING UP THE RIGHT SIDE IS AN INVITING TARGET. WATCH THE SAFETY—IF HE DROPS DOWN TO COVER EITHER THE RECEIVER ON THE LEFT OR THE RIGHT END, HIT THE WIDE-OUT OR THE [illegible]

THE PLAYBOOK

OFFENSE

TRIPS

Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
FB Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Fox Fake Flat	Toss Right	TE Vertical	Split Belly	Outs
Tom Curls	Isolation	Deep Cross	Fox Weak Zone	Fox Dive
Weak Fake Post	Weak Fake Comeback	Weak Lead		

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
[illegible]	Quick Outs	G Lead	PA Flag	FB Off Center
[illegible] Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

[illegible]

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Axe Roll Hook	Axe Zone	Axe Cross Route		

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA SPORTS

NFL 2K

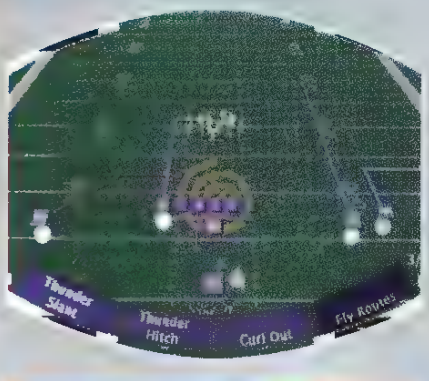
DENVER BRONCOS

Offense	94
Defense	90
Overall	92

UNIQUE PLAYS

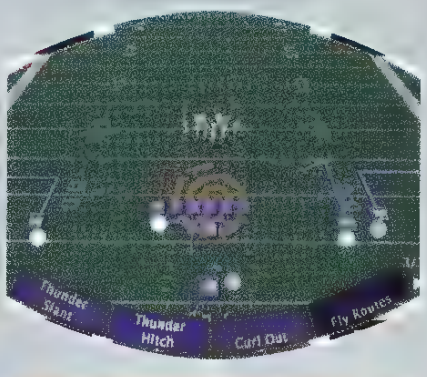
SPREAD

THUNDER SLANT



[illegible] HAVE [illegible] AS [illegible] OF THE FIELD. [illegible] WILL NOT PLAY A LONG [illegible] IF [illegible] STICK [illegible] BEST ROUTES.

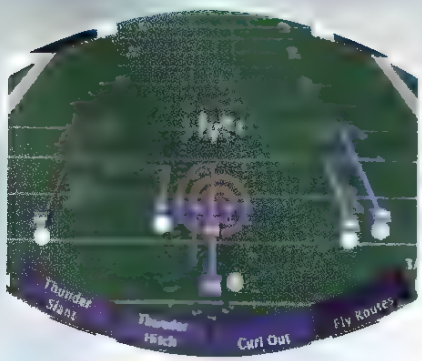
THUNDER HITCH



IF YOU WAIT TOO LONG ON THIS PASS, THE RIGHT END WILL BE MOVING TOO FAR FORWARD WHEN YOU GET HIM THE BALL. [illegible] STILL BE MOVING UPFIELD. [illegible] HIM (ANALOG STICK UP) FOR MAXIMUM EFFECT.

STRONG I

CURL OUT

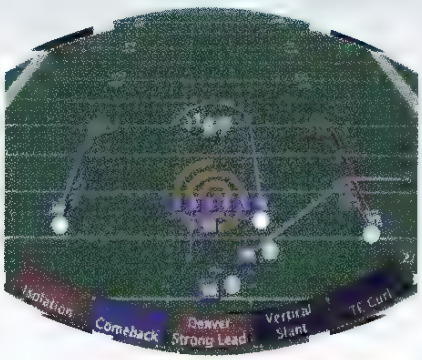


HIT THE PRIMARY [illegible] ME TURNS BACK TO THE QB. IT'S [illegible] ON THE RUN [illegible] GOOD BACKUP [illegible] GOES OUT ABOUT 5 [illegible] TURNS AROUND.

ISOLATION

FOLLOW [illegible] ON THIS RUN UP [illegible] GOOD FOR ABOUT 1–3 YARDS.

COMEBACK

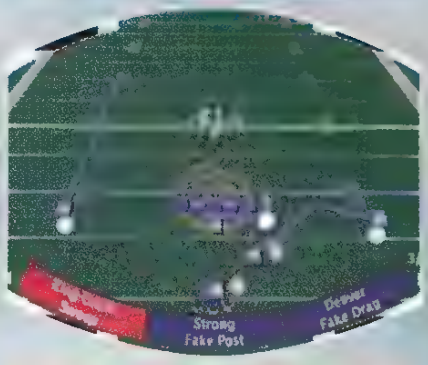


FORGET WAITING FOR THE RECEIVER TO TURN AROUND—GO FOR THE END ZONE. AFTER A COUPLE OF 3[illegible] RECEIVER (ANALOG STICK UP) FOR A BIG PLAY.

DENVER STRONG LEAD

THIS PLAY IS DESIGNED TO GO OUTSIDE, BUT THE BLOCKING DOESN'T GIVE YOU A LOT OF TIME TO RUN

ZING CRACK



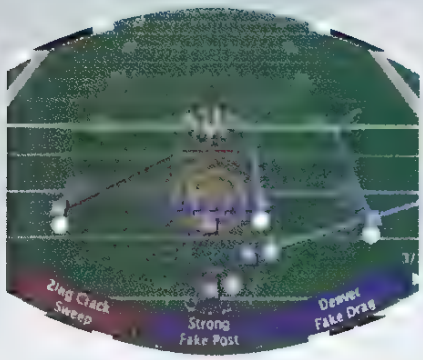
THE DIFFERENCE BETWE
A 7-YARD GAIN ON THIS PLAY IS THE BLOCKING
YOU CAN BOUNCE ALL THE WAY OUTSIDE FOR A BIG GAIN.

STRONG FAKE POST

ABOUT 10–12 YARDS.

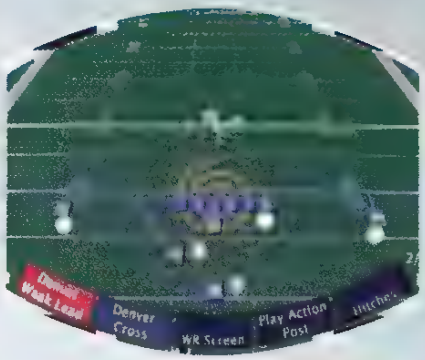
WEAK I

DENVER FAKE DRAG



WAIT FOR THE WIDE OUT TO CROSS MIDFIELD BEFORE DELIVERING HIM THE BALL. LEAD HIM (ANALOG STICK RIGHT) TO HIT HIM IN STRIDE. THIS PLAY WORKS WELL AGAINST THE ZONE AND MAN-TO-MAN DEFENSES.

DENVER WEAK LEAD



FOLLOW YOUR FULLBACK BLOCKER OUTSIDE ON THIS PLAY FOR A GOOD 3–5 YARDS. IF THE WIDE RECEIVER CAN HOLD OFF THE DEFENDER, YOU CAN BOUNCE THIS PLAY OUTSIDE EVEN FARTHER AND GO FOR A 10 YARD PICKUP.

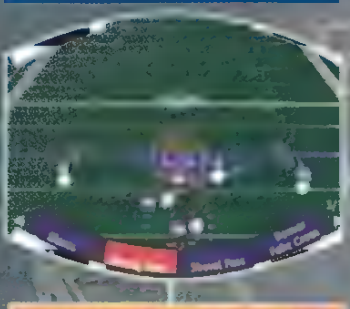
DENVER CROSS

SEGA™ SPORTS

NFL 2K

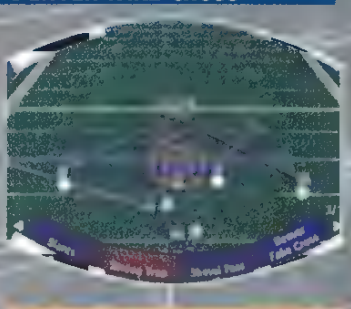
SLANTS

STRONG TRAP



SHOVEL PASS

DENVER FAKE CROSS



THE PLAYBOOK

OFFENSE

CHIPS

PA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
PA Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Thunder Slant	Thunder Hitch	Curl Out	Fly Routes	

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Isolation	Comeback	Denver Strong Lead	Vertical Slant	TE Curl
Zing Crack	Strong Fake Post	Denver Fake Drag		

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

[illegible]

Strong Lead	FB Run	FB Lead Sweep	TE Screen	Counter Right
Denver Weak Lead	Denver Cross	WR Screen	PA Post	Fletcher
Slants	Strong Trap	Shovel Pass	Denver Fake Cross	

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Jokes Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle [illegible]

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

CLEVELAND BROWNS

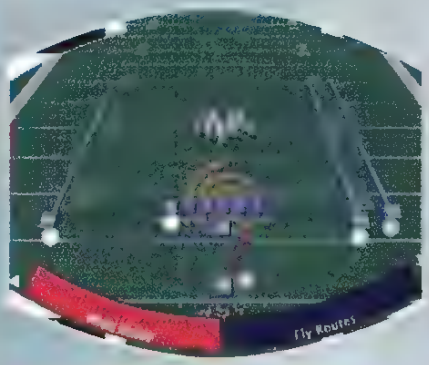
BY THE NUMBERS

Offense	70
Defense	73
Overall	73

UNIQUE PLAYS

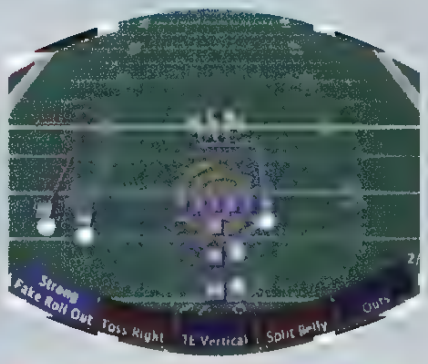
SPREAD

WIDE DELAY



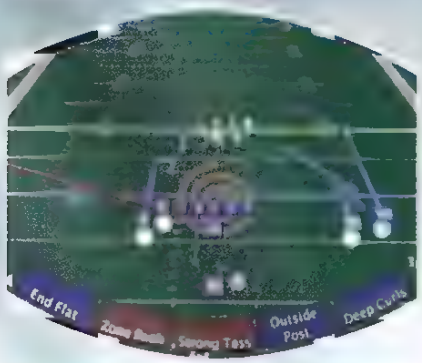
I FORM

STRONG FAKE ROLL OUT

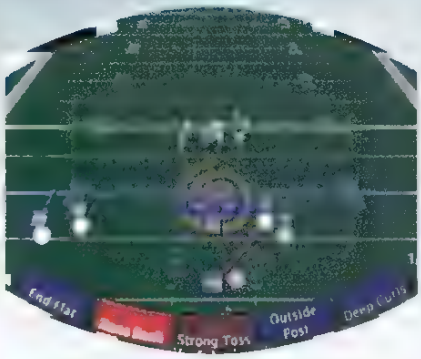


ACE

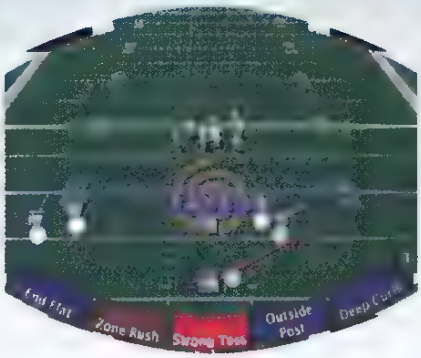
END FLAT



ZONE RUSH



STRONG TOSS

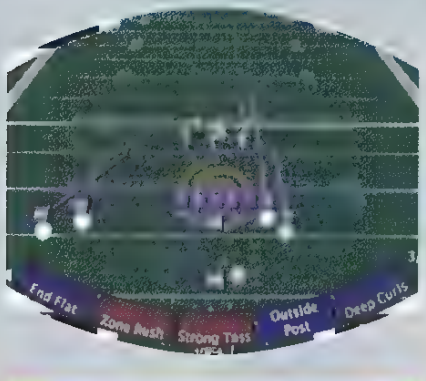


[illegible] END, WHO [illegible] IS A GREAT SECO[illegible]

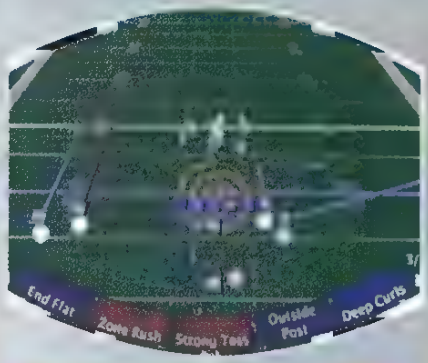
[illegible] LINE HAS [illegible] YOU. [illegible] END OR MORE OF A SWEEP-TYPE RUN.

THIS STRONG TOSS IS DESIGNED TO BOUNCE ALL THE WAY [illegible] THE SECOND [illegible] A, THIS PLAY WILL GET YOU SOME GOOD YARDAGE.

OUTSIDE POST

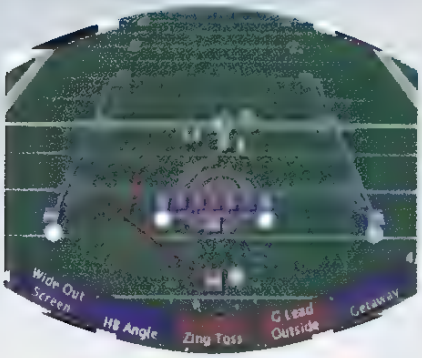


DEEP CURLS



WIDE-OUT SCREEN

HB ANGLE



THE HALFBACK CUTS [illegible] AND THEN RUNS [illegible] FROM [illegible] THE [illegible] RUNNING FLY PATTERNS ARE GREAT ALTERNATIVES.

ZING TOSS

THE WAY [illegible] TO RUN [illegible] GET [illegible] WITH [illegible] HOLD [illegible] GOOD SHAPE.

BROWNS

SEGA SPORTS

NFL 2K

G LEAD OUTSIDE

GETAWAY

THE PLAYBOOK

OFFENSE

DROPS

PA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Drop	TE Cross	HB Toss Left	Outside Hitch	End Around
PA Middle Cross				

SPRINT

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Wide Delay	Fly Routes			

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Strong Fake Roll Out	Toss Right	TE Vertical	Split Belly	Outs

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Middle Corner	Middle Draw	All Streak	G Lead Left	Comeback
[illegible]	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
End Flat	Zone Rush	Strong Toss	Outside Post	Deep Curls
Wide-Out Screen	HB Angle	Zing Toss	G Lead Outside	Getaway

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	TG Block

SEGA™ SPORTS

NFL 2K

TAMPA BAY BUCCANEERS

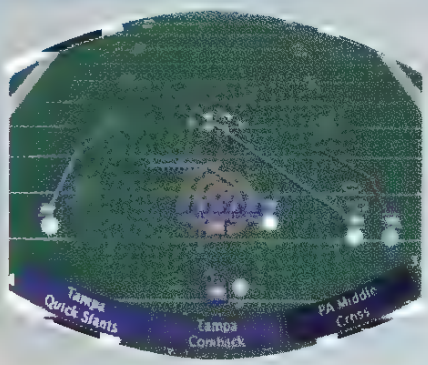
BY THE NUMBERS

Offense	83
Defense	95
Overall	86

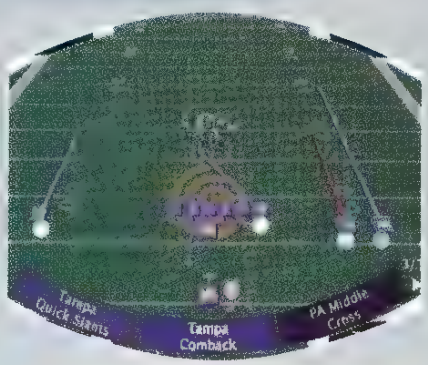
UNIQUE PLAYS

TRIPS

TAMPA QUICK SLANTS

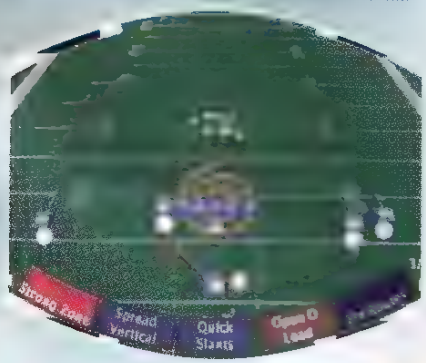


TAMPA COMEBACK

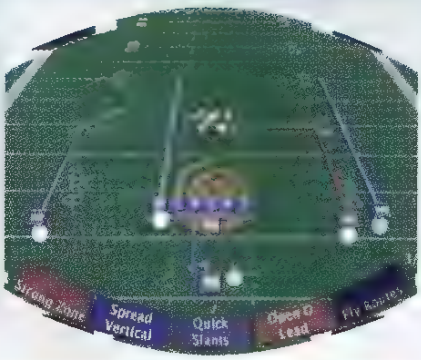


SPREAD

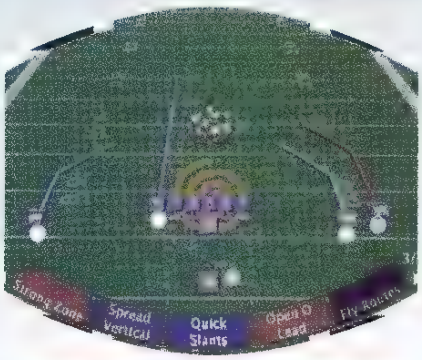
STRONG ZONE



SPREAD VERTICAL

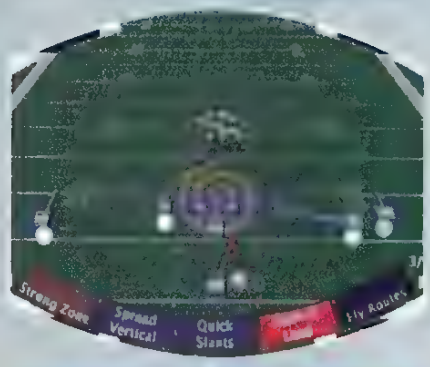


QUICK SLANTS

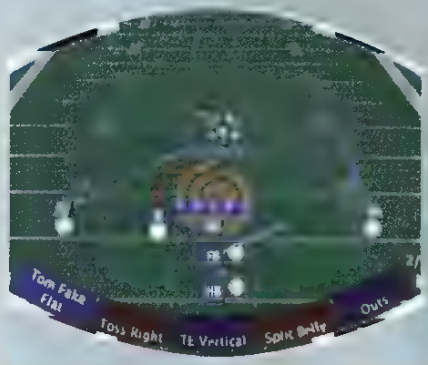


I FORM

OPEN O LEAD

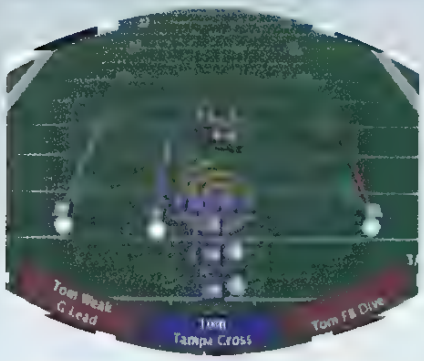


TOM FAKE FLAT



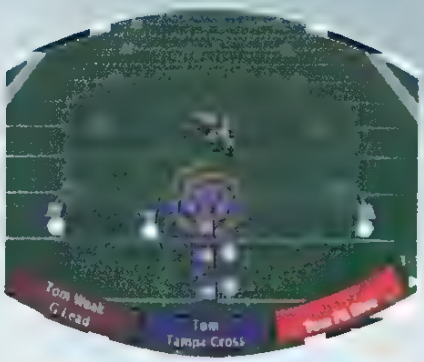
TOM WEAK G LEAD

TOM TAMPA CROSS



WAIT FOR THE [illegible] HASH [illegible] YOU [illegible] WH[illegible] UP [illegible] BREA[illegible] HIT HIM INSTEAD.

TOM FB DIVE



THE FULLBACK [illegible] SIDE [illegible] THE [illegible] THE [illegible] OR 2 YARDS.

BUCCANEERS

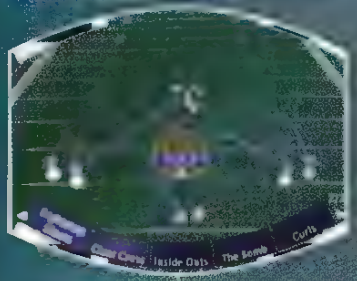
BUCCANEERS

SEGA SPORTS

NFL 2K

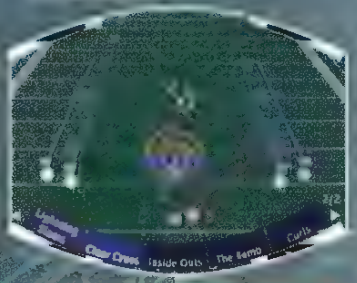
QUADS

LIGHTNING SLANTS



LANT PATTERN. LEAD THE RECEIVER DEEP
GAIN
T SIDE IS

CLEAR CROSS



WITH ALL THE WIDE-OUTS RUNNING DEEP, THIS HALFBACK IN THE FLATS SHOULD BE OPEN FOR A 4–7 YARD PICKUP. WAIT FOR HIM TO CUT FOR THE SIDELINE AND LEAD HIM (ANALOG STICK RIGHT) AND THEN

THE PLAYBOOK

OFFENSE

TRIPS

Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
Quick Slants	Tampa Comeback	PA Middle Cross		

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Strong Zone	Spread Vertical	Quick Slants	Open O Lead	Fly Routes

I FORM

Sweep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Fake Flat	Toss Right	TE Vertical	Split Belly	Outs
Weak G Lead	Tom Tampa Cross	Tom FB Dive		

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Lightning Slants	Clear Cross	Inside Outs	The Bomb	Curls

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

ARIZONA CARDINALS

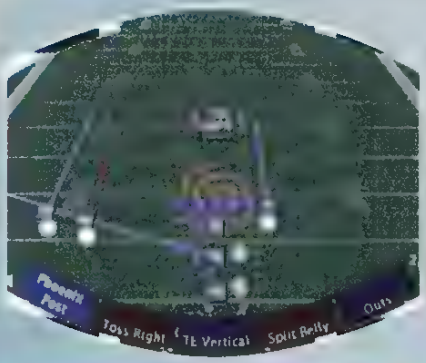
BY THE NUMBERS

Offense	74
Defense	89
Overall	90

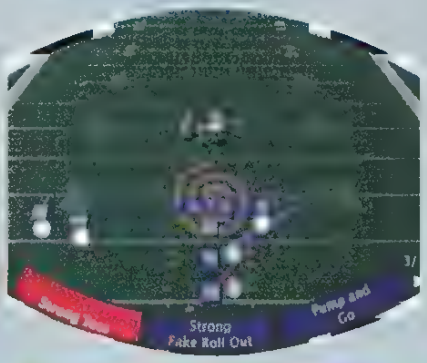
UNIQUE PLAYS

I FORM

PHOENIX POST

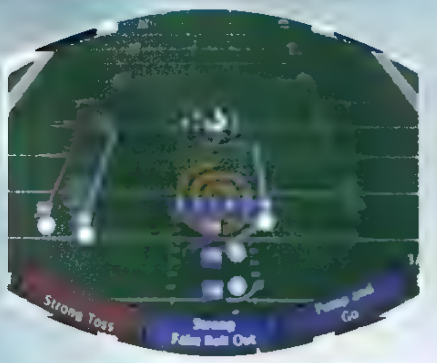


STRONG TOSS

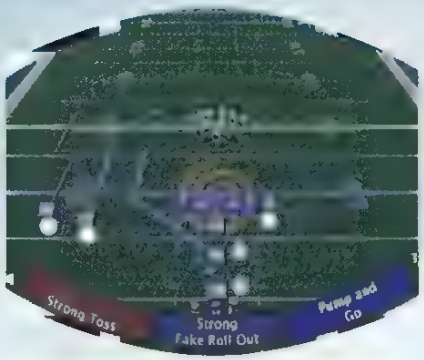


PRO SET

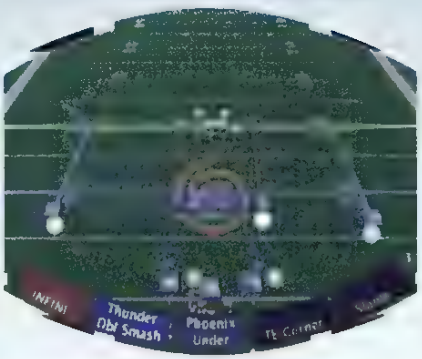
STRONG FAKE ROLL OUT



PUMP AND GO



THUNDER DOUBLE SMASH



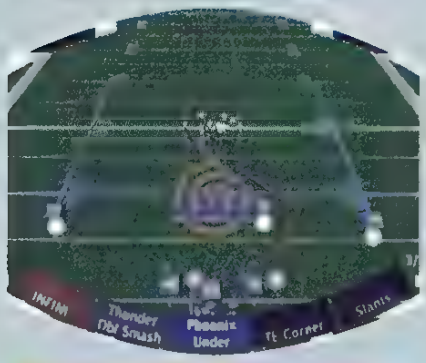
UNLESS [illegible]

THE [illegible] OUT RUNNING [illegible] SHOWED UP IN SINGLE COVERAGE

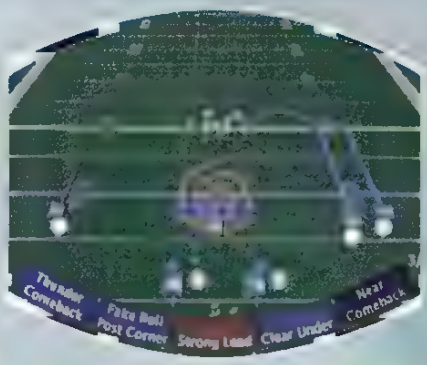
THUNDER DOUBLE SMASH IS A PASS TO THE TIGHT END [illegible] AS MANY [illegible] GOOD ALTERNATIVE.

PRO SLOT

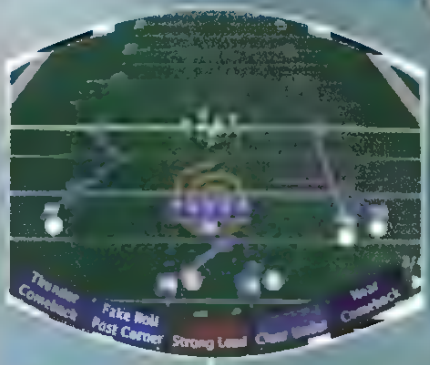
PHOENIX UNDER



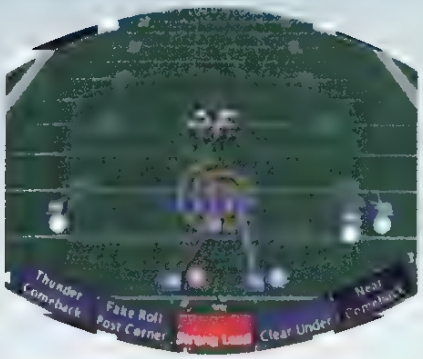
THUNDER COMEBACK



FAKE ROLL POST CORNER

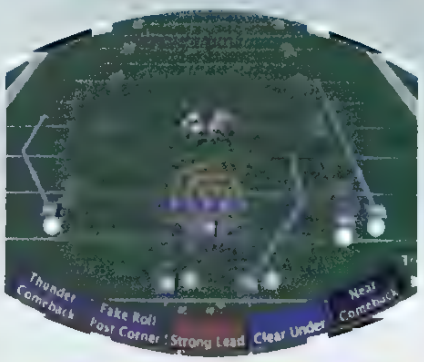


STRONG LEAD



FOLLOW THE [illegible] MACH[illegible] JU[illegible] PLA[illegible] DEFE[illegible] THROWN FOR A LOSS.

CLEAR UNDER



THE PRIMARY [illegible] STICK LEFT TO [illegible]

CARDINALS

ARIZONA CARDINALS

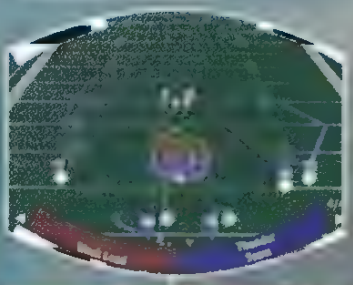
SEGA™ SPORTS

NFL 2K

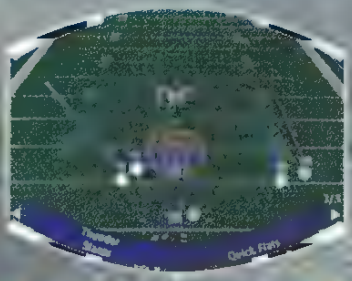
ACE

WEAK LEAD

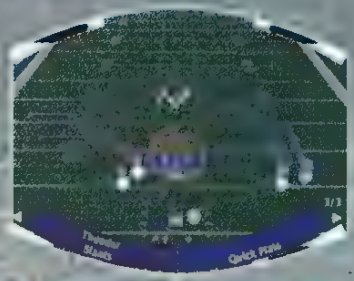
THUNDER SEAM



THUNDER SLANTS



QUICK FLATS



THE PLAYBOOK

OFFENSE

TRIPS

PA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
PA Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Phoenix Post	Toss Right	TE Vertical	Split Belly	Outs
Strong Toss	Strong Fake Roll Out	Pump and Go		

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
Thunder Double Smash	Phoenix Under	TE Corner	Slants	

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Thunder Comeback	Fake Roll Post Corner	Strong Lead	Clear Under	Near Comeback
Weak Lead	Thunder Seam			

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Thunder Slants	Quick Flats			

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Shoot Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

SAN DIEGO CHARGERS

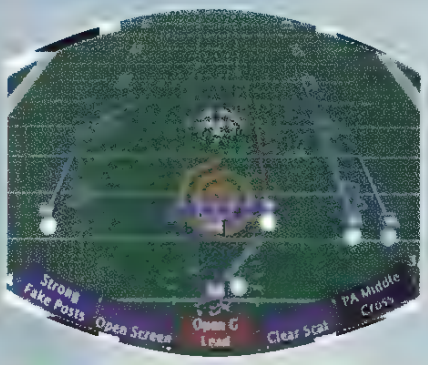
BY THE NUMBERS

Offense	62
Defense	98
Overall	81

UNIQUE PLAYS

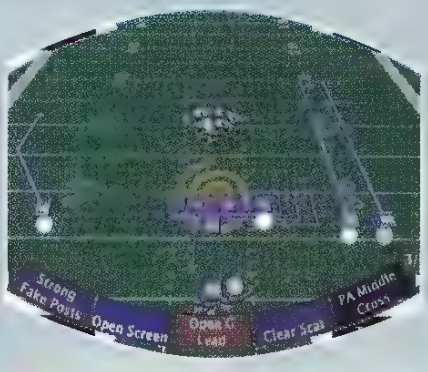
TRIPS

STRONG FAKE POSTS



THIS [illegible] THIS IS [illegible] THEN [illegible] LEFT [illegible]

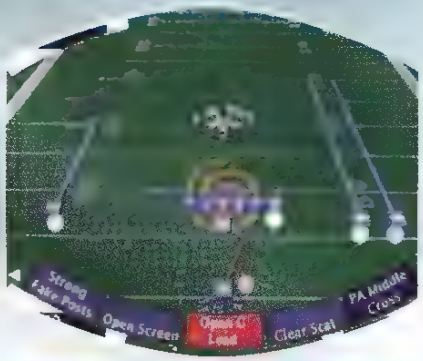
OPEN SCREEN



THE [illegible] BLOCKER ON THIS SCREEN [illegible] MAKE THE [illegible] WORTH 4–5 YARDS.

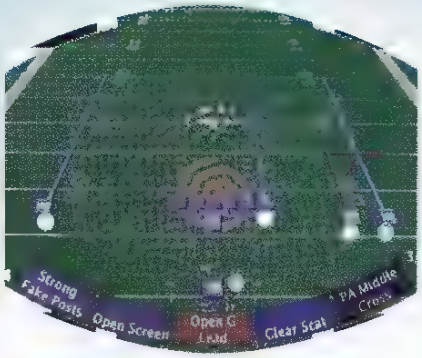
SPREAD

OPEN G LEAD



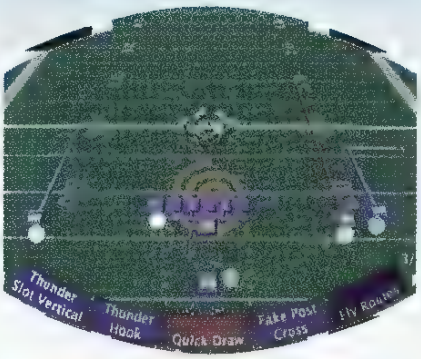
THE [illegible] THE HOLE FOR YOUR [illegible] OF THE LINE GET [illegible] CAN MAKE [illegible] ONE OUTSIDE [illegible] HOULD BE GOOD FOR A COUPLE OF YARDS.

CLEAR SCAT



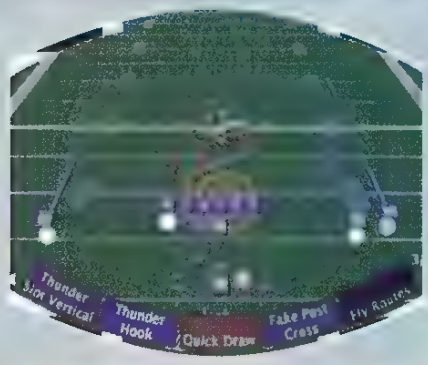
[illegible] TO PICK FROM ON THIS [illegible] IS THE SLOT RECEIVER [illegible] TAKE [illegible] TO [illegible] YOU [illegible] SECONDS TO STOP THE CLOCK AFTER THE PLAY.

THUNDER SLOT VERTICAL

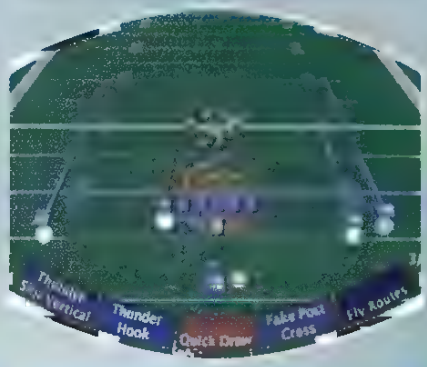


THE QB'S PRIMARY TARGET IS THE SLOT RECEIVER RUNNING THE [illegible] PATTERN ON THE RIGHT. WAIT FOR [illegible] THROW HIM (ANALOG STICK UP) TO PUT THE BALL WHERE ONLY HE CAN CATCH IT.

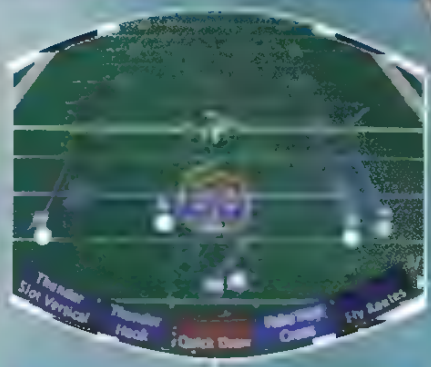
THUNDER HOOK



QUICK DRAW

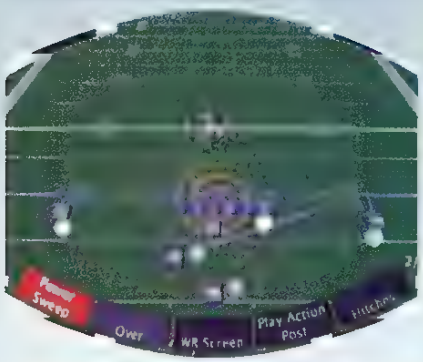


FAKE POST CROSS



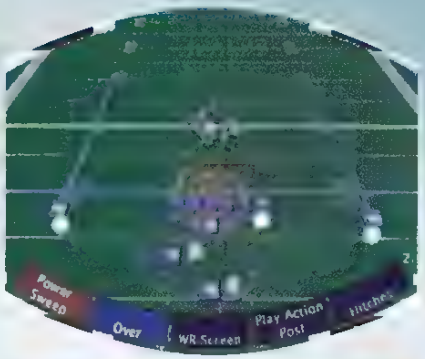
WEAK I

POWER SWEEP



THE LEFT GUARD [illegible] AS YOUR [illegible] THE [illegible] BLOCKERS AND THEN [illegible] THE NOSE [illegible]

OVER



[illegible]

CHARGERS

CHARGERS

SEGA™ SPORTS

NFL 2K

ACE

THUNDER SCREEN

PUMP AND GO

ALL STOP

THE PLAYBOOK

OFFENSE

TRIPS

[illegible] Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
[illegible] Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
[illegible] Fake Posts	Open Screen	Open G Lead	Clear Scat	PA Middle Cross

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Thunder Slot Vertical	Thunder Hook	Quick Draw	Fake Post Cross	Fly Routes

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
[illegible] Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
[illegible] Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Power Sweep	Over	WR Screen	PA Post	Hitches
Thunder Screen				

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Pump and Go	All Stop			

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

KANSAS CITY CHIEFS

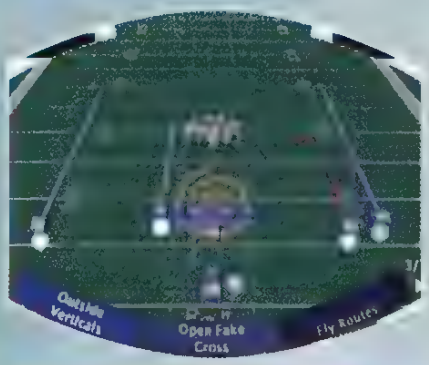
BY THE NUMBERS

Offense	77
Defense	89
Overall	83

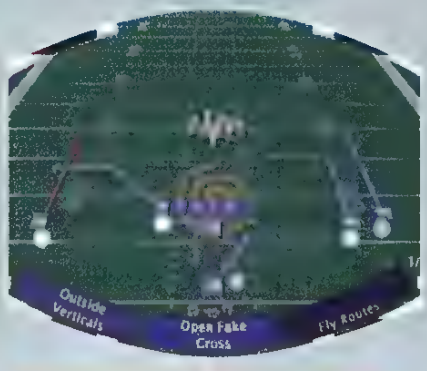
UNIQUE PLAYS

SPREAD

OUTSIDE VERTICALS

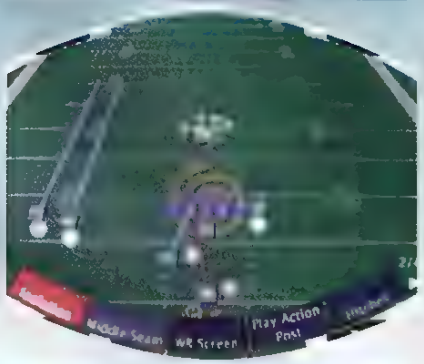


OPEN FAKE CROSS

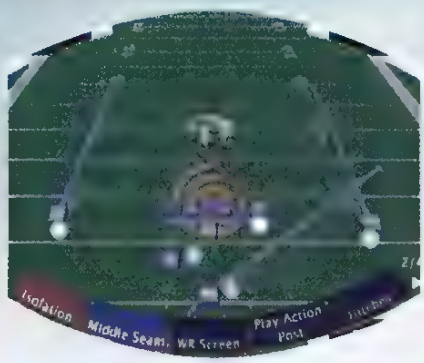


WEAK I

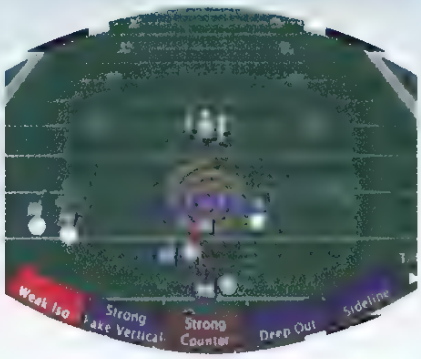
ISOLATION



MIDDLE SEAM

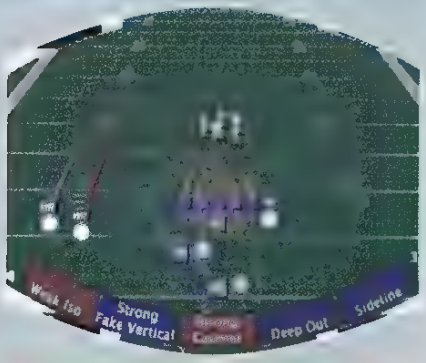


WEAK ISO



THE PLAY IS DESIGNED TO A [illegible] BEHIND THE FULLBACK [illegible] THE WIDE [illegible] TO BOUNCE THIS RUN OUTSIDE FOR MORE YARDAGE.

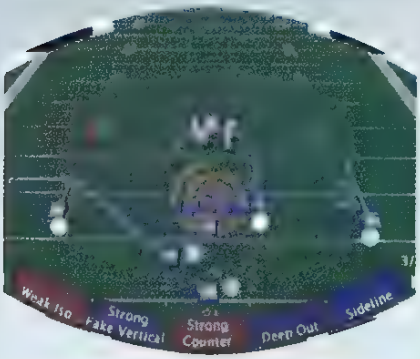
STRONG FAKE VERTICAL



STRONG COUNTER

DEEP OUT

SIDELINE



THE QB HAS TWO [illegible] FOR THE SIDELINE [illegible] PR[illegible] DE[illegible] FIELD [illegible] OUT RUNNING THE DEEP SLANT IS A GOOD ALTERNATIVE.

WEAK LEAD

THE KEY TO THIS [illegible] DEO[illegible] WIDE [illegible] TURN THIS [illegible]

CHIEFS

CHIEFS

SEGA™ SPORTS

NFL 2K

WEAK FAKE CURLS

STRONG FLOOD

THE PLAYBOOK

OFFENSE

[illegible]

[illegible] Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
[illegible] Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
[illegible] Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Outside Verticals	Open Fake Cross	Fly Routes		

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
[illegible] Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Isolation	Middle Seam	WR Screen	PA Post	Hitches
Weak Iso	Strong Fake Vertical	Strong Counter	Deep Out	Sideline
Weak Lead	Weak Fake Curls	Strong Flood		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA SPORTS

NFL 2K

INDIANAPOLIS COLTS

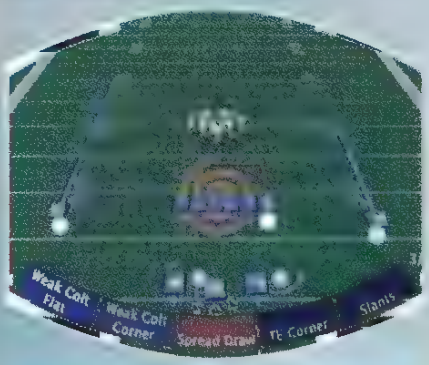
BY THE NUMBERS

Offense	87
Defense	73
Overall	78

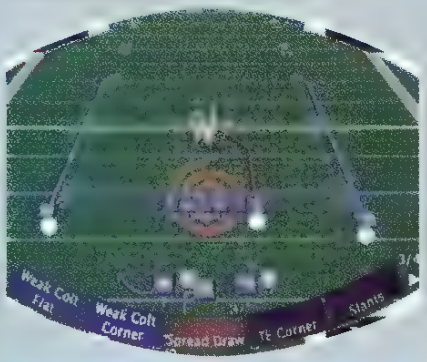
UNIQUE PLAYS

PRO SET

WEAK COLT FLAT

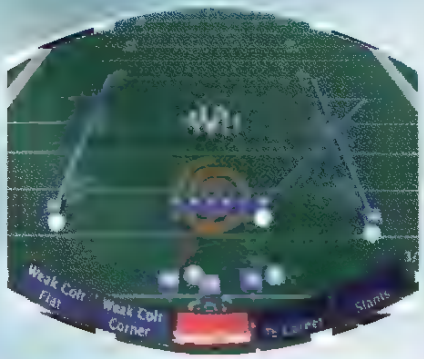


WEAK COLT CORNER

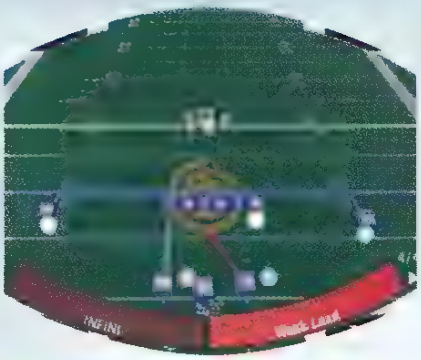


PRO SLOT

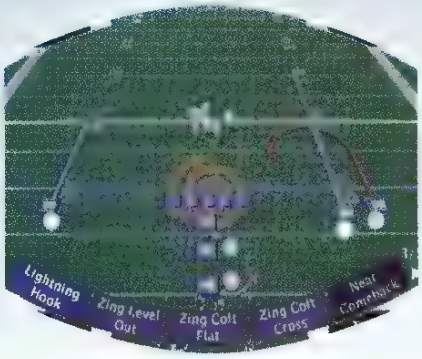
SPREAD DRAW



WEAK LEAD



LIGHTNING HOOK



[illegible] INTO A BIGGER GAIN.

ON THIS [illegible] BACK [illegible] TACKLER FOR EXTRA YARDAGE.

THE PRIMARY RECEIVER IS THE [illegible] RIGHT WIDE-OUT RUNNING [illegible] WAY FOR HIM [illegible] COMES BACK TO THE QB.

ZING LEVEL OUT

THE SLOT RECEIVER CROSSES PATHS WITH THE FAR WIDE-OUT ON THIS PASS PLAY. WAIT FOR HIM TO MAKE HIS CUT TO THE SIDELINE [illegible] THE BALL. FADING IT TO THE SIDELINE [illegible] PICK UP AND TO THE RIGHT.

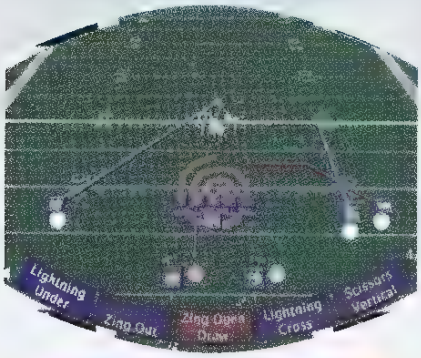
ZING COLT FLAT

THIS PASS TO [illegible] GOOD PLAY [illegible] YARDS EVE[illegible] RUNNING [illegible] OF ANY [illegible] TURN UPFIELD [illegible] MISS FOR A [illegible]

ZING COLT CROSS

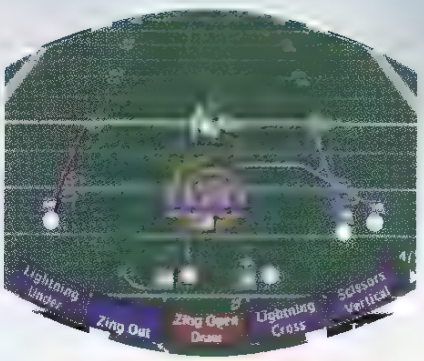
[illegible] INSTEAD, [illegible]

LIGHTNING UNDER



ON THIS PLAY, THE FAR RIGHT WIDE-OUT CUTS ACROSS THE MIDDLE ON A SHORT ROUTE. WAIT FOR HIM TO GET TO [illegible] BEFORE [illegible] HIM THE BALL. LEAD HIM (ANALOG STICK [illegible]) AND HIT HIM IN STRIDE AND GAIN THE EXTRA YARDAGE.

ZING OUT



THIS PLAY IS A [illegible] THE RECEIVER [illegible] RECEIVER IS GOING [illegible] FLATS. A GOOD WAY TO PICK UP [illegible]

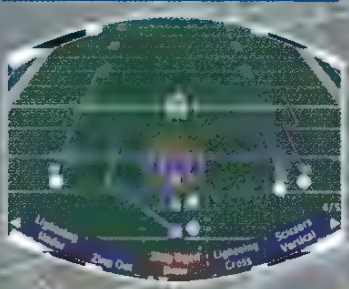
SEGA™ SPORTS

NFL 2K

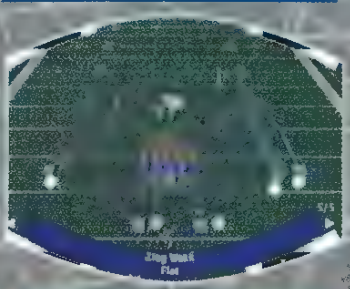
ZING OPEN DRAW

LIGHTNING CROSS

SCISSORS VERTICAL



ZING WEAK FLAT



THE PLAYBOOK

OFFENSE

TRIPS

[illegible] Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
[illegible] Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
[illegible] Middle Cross				

SPE[illegible]

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
HB Counter	Split Right Flood	Seam	TE Corner	Slants
Strong Lead	ZAC Fake Cross	TE Sit Down	Strong Swing	Open O Lead
ZAC Strong Sweep	ZAC NKD Comeback			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Spread Deep Out	San Francisco	Inside Outs	The Bomb	Curls
Verticals	Spread Draw			

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drop	HB Counter Left	PA TE Cross	G Lead Right
Zing Hook	Comeback			

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4 3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3 4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

DALLAS COWBOYS

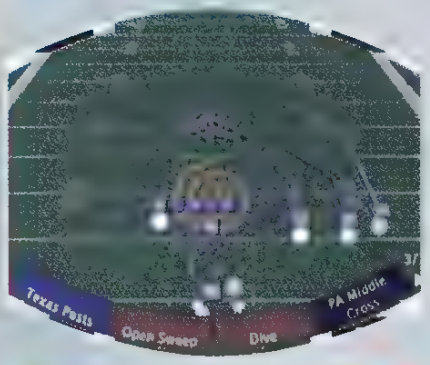
BY THE NUMBERS

Offense	89
Defense	84
Overall	85

UNIQUE PLAYS

TRIPS

TEXAS POSTS

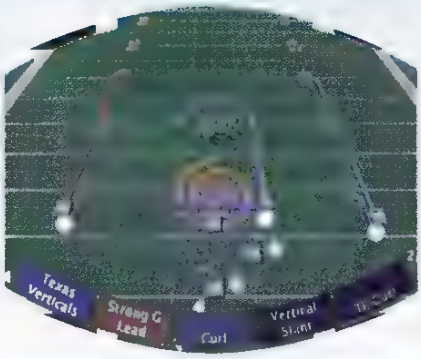


OPEN SWEEP

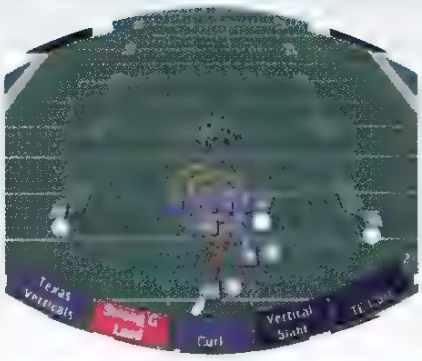
STRONG I

DIVE

TEXAS VERTICALS

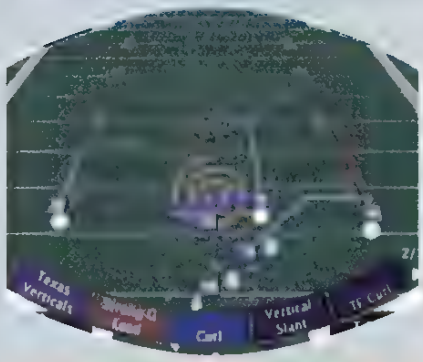


STRONG G LEAD

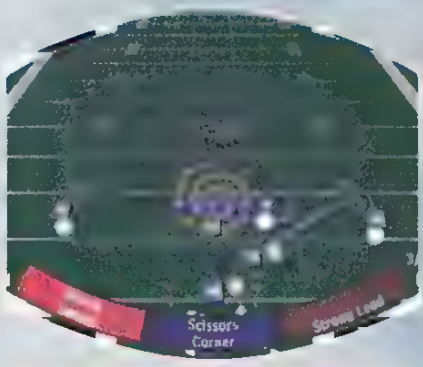


THE LINE MAKES A HOLE ... THE RIGHT ... THE ... MORE IF YOU CATCH THE DEFENSE OFF GUARD.

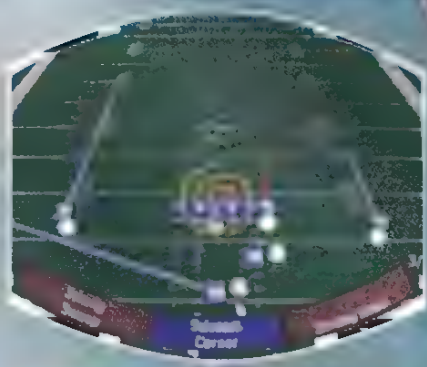
CURL



STRONG SWEEP



SCISSORS CORNER

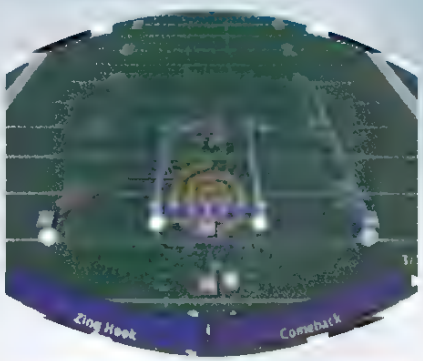


ACE

STRONG LEAD

THIS DIVE [illegible] SHOWS [illegible] LI[illegible] GE[illegible] YOU [illegible] FIRST TACKLER.

ZING HOOK



THE [illegible] THAT IS GOOD FOR [illegible]

COWBOYS

COWBOYS

SEGA™ SPORTS

NFL 2K

SHOTGUN

COMEBACK

TOM POST CORNER

TEXAS SCREEN

THE PLAYBOOK

OFFENSE

TRIPS

Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
Posts	Open Sweep	Dive	PA Middle Cross	

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Dump Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
Tom Post Corner	Texas Screen	TE Out	Slant and Go	Outside Flag

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Texas Verticals	Strong G Lead	Curl	Vertical Slant	TE Curl
Strong Sweep	Scissors Corner	Strong Lead		

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK 1

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Zing Hook	Comeback			

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

MIAMI DOLPHINS

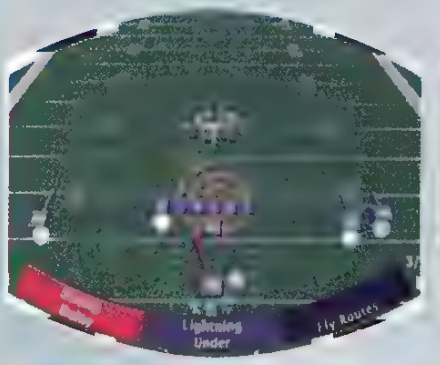
BY THE NUMBERS

Offense	91
Defense	81
Overall	83

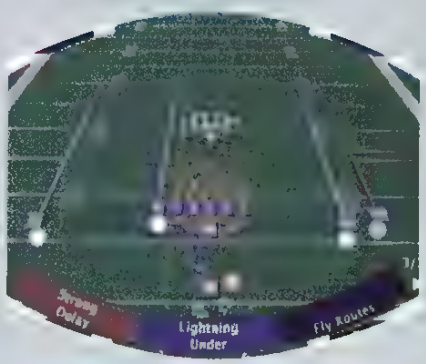
UNIQUE PLAYS

SPREAD

STRONG DELAY



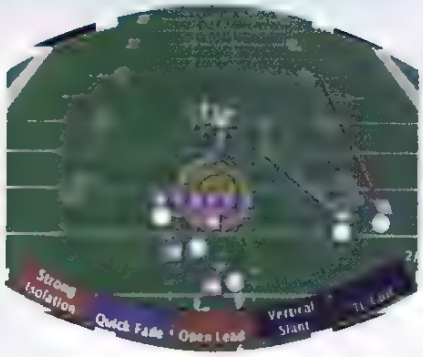
LIGHTNING UNDER



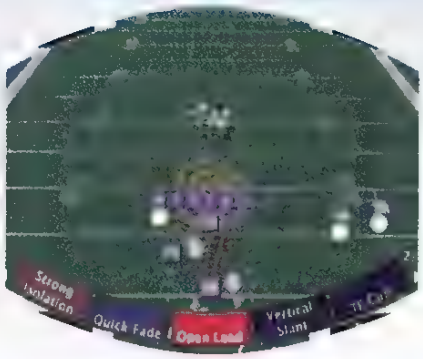
STRONG I

STRONG ISOLATION

QUICK FADE



OPEN LEAD

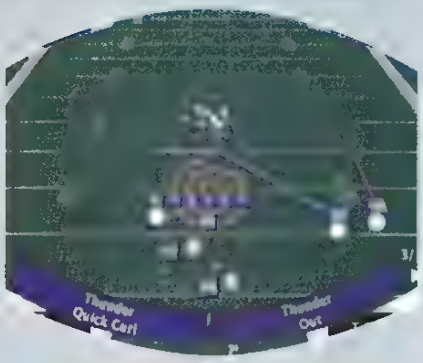


THE TWO [illegible] CLOG UP THE [illegible] THIS PASS CONSISTENTLY.

THE HALFBACK HAS BLOCKS FROM THE FULLBACK AND [illegible] INTO BIG YARDAGE.

WEAK I

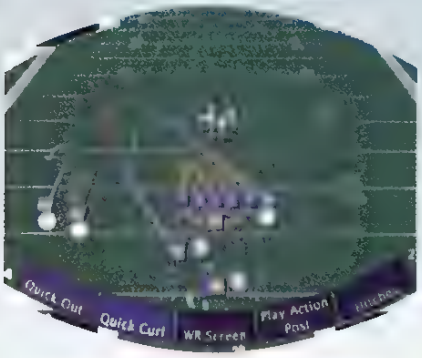
THUNDER QUICK CURL



THUNDER OUT

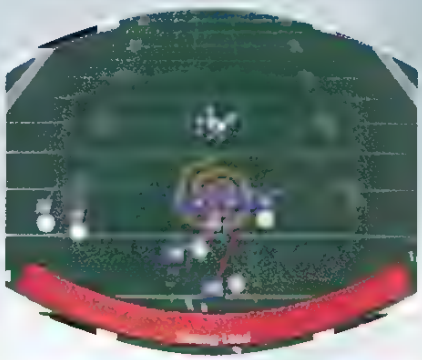
QUICK OUT

QUICK CURL



TWO RECEIVERS [illegible] ONE [illegible] PAT[illegible] TIM[illegible] MA[illegible] DEF[illegible] RUN[illegible] ON THE SLANT FOR A BIG GAIN.

STRONG LEAD



THE [illegible] ALL[illegible] SWEEP THAN A LEAD [illegible]

DOLPHINS

Dolphins

SEGA™ SPORTS

NFL 2K

THE PLAYBOOK

OFFENSE

TRIPS

PA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
[illegible] Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
PA Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Strong Delay	Lightning Under	Fly Routes		

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

PA Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Step and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Strong Isolation	Quick Fade	Open Lead	Vertical Slant	TE Curl
Thunder Quick Curl	Thunder Out			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Quick Out	Quick Curl	WR Screen	PA Post	Hitches
Strong Lead				

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA SPORTS

NFL 2K

PHILADELPHIA EAGLES

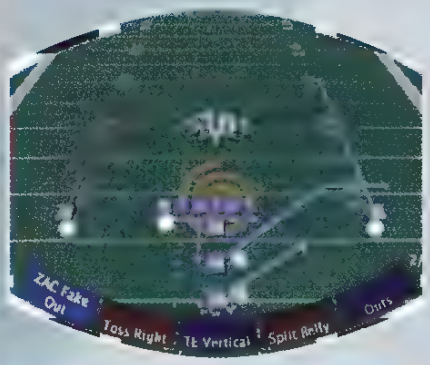
BY THE NUMBERS

Offense	65
Defense	80
Overall	73

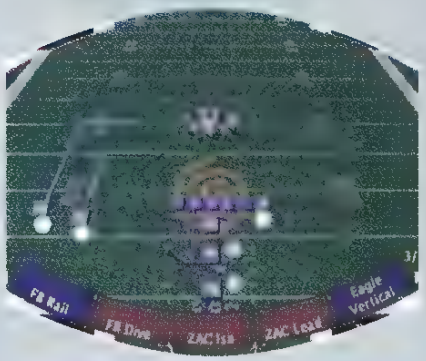
UNIQUE PLAYS

I FORM

ZAC FAKE OUT

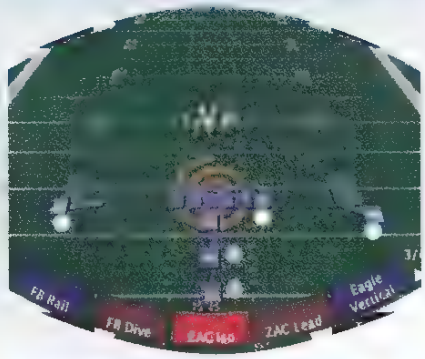


FB RAIL

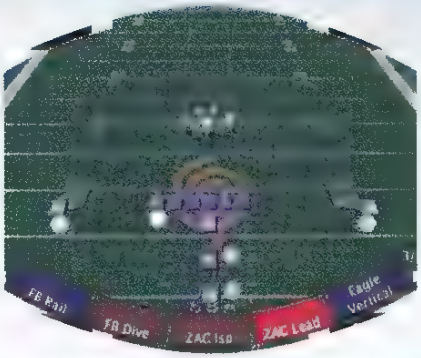


FB DIVE

ZAC ISO



ZAC LEAD



THIS DIVE INTO THE LINE IS DESIGNED TO HIT BETWEEN [illegible] FOR [illegible] HAS TH[illegible] OUTSIDE AND TRY TO CREATE SOMETHING OUT OF NOTHING.

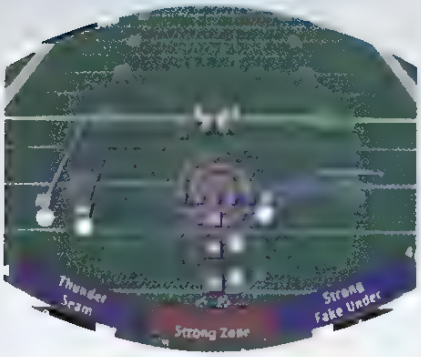
EAGLE VERTICAL

THUNDER SEAM

STRONG ZONE

PRO SLOT

STRONG FAKE UNDER



WAIT FOR THE [illegible] TO MAKE IT TO THE [illegible] LE[illegible] OPP[illegible] THE CATCH.

THUNDER FADE

WAIT FOR THE [illegible] THEN [illegible] DUMP THE BALL [illegible]

EAGLES

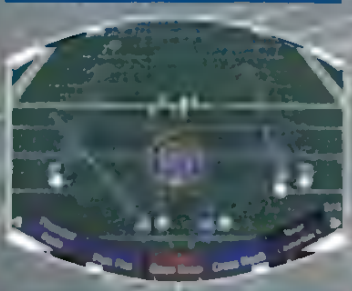
SEGA™ SPORTS

NFL 2K

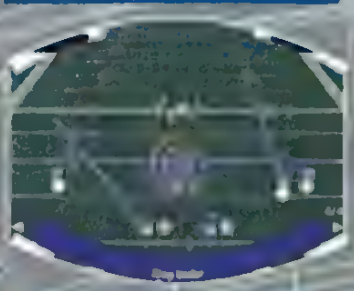
PICK FLAT

OPEN DRAW

CROSS HOOK



ZING UNDER



THE PLAYBOOK

OFFENSE

TRIPS

ZK Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
PA Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Deep	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
ZAC Fake Out	Toss Right	TE Vertical	Split Belly	Outs
FB Rail	FB Dive	ZAC Iso	ZAC Lead	Eagle Vertical
Thunder Seam	Strong Zone	Strong Fake Under		

PRO SET

FB Blast	Deep Cross	Swoop Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Thunder Fade	Pick Flat	Open Draw	Cross Hook	Near Comeback
Zing Under				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA SPORTS

NFL 2K

ATLANTA FALCONS

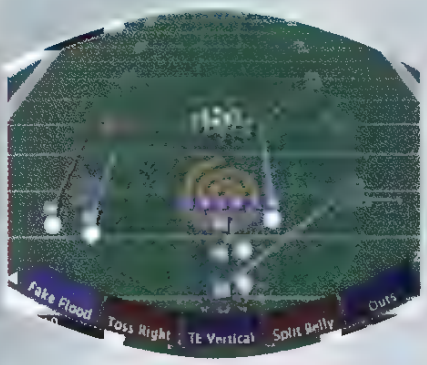
BY THE NUMBERS

Offense	95
Defense	94
Overall	91

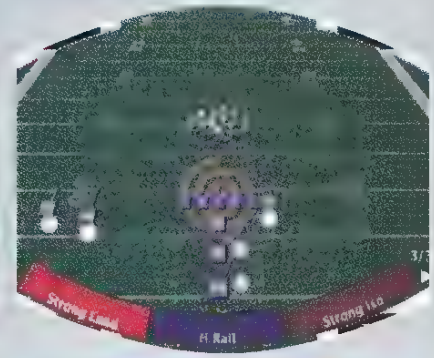
UNIQUE PLAYS

I FORM

FAKE FLOOD

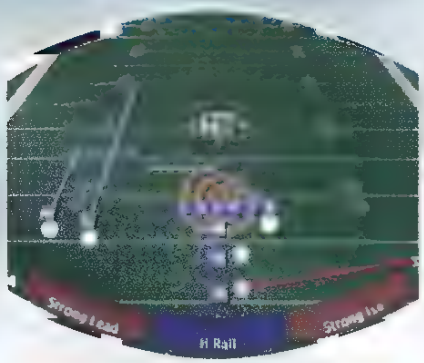


STRONG LEAD

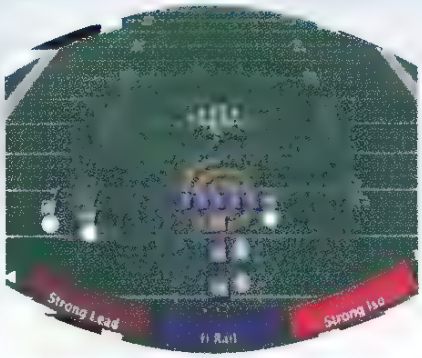


QUADS

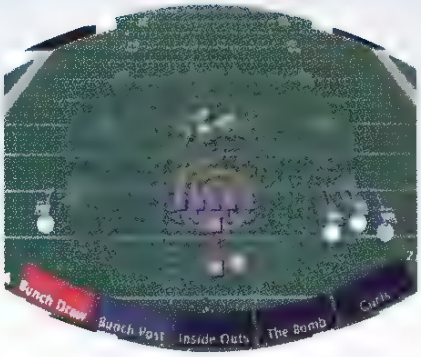
H RAIL



STRONG ISO



BUNCH DRAW

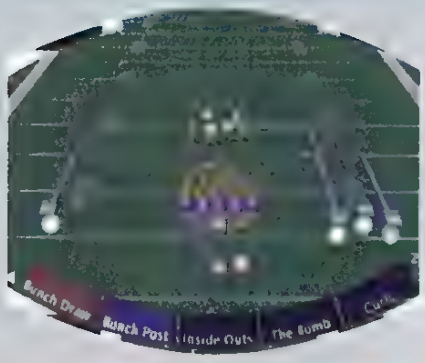


YOU CAN

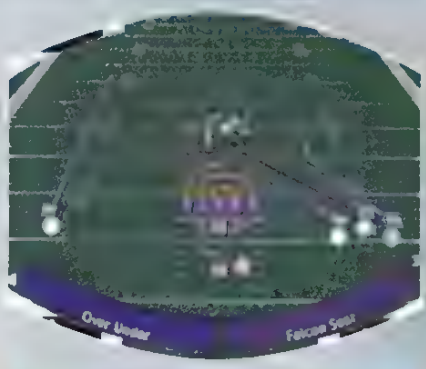
WITH FOUR WIDE OUTS ON THE FIELD, THE DEFENSE

UP A COUPLE OF YARDS.

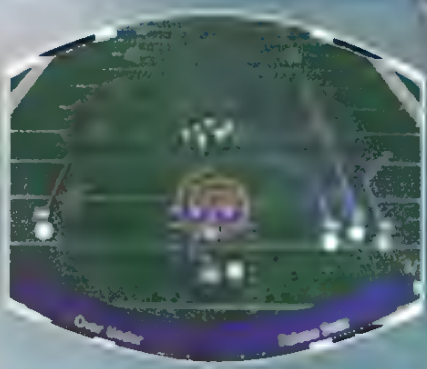
BUNCH POST



OVER UNDER

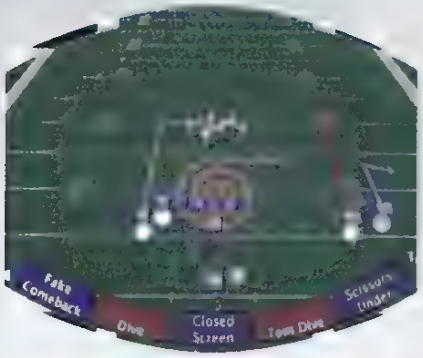


FALCON SOAR



ACE

FAKE COMEBACK



AFTER A FAKE [illegible] DROPS BACK TO PASS [illegible] DOWN AND TO THE RIGHT) ON THIS PASS PLAY.

DIVE

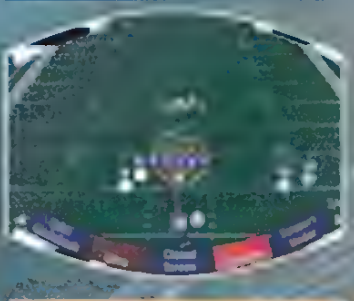
THIS DIVE INTO THE [illegible] SIDE OF THE [illegible] OUTSIDE AROUND [illegible]

SEGA™ SPORTS

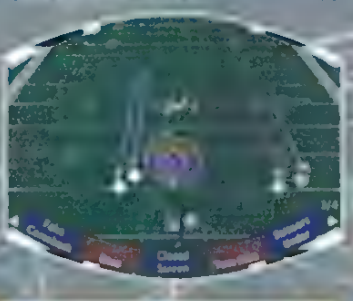
NFL 2K

CLOSED SCREEN

TOM DIVE



SCISSORS UNDER



OPEN TOSS

THE PLAYBOOK

OFFENSE

TRIPS

Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Wing Slants	HB Follow	HB Check	Counter	Roll Screen Right
Tokyo Flood	Toss Right	TE Vertical	Split Belly	Outs
Strong Lead	H Rail	Strong Iso		

PRO SET

HB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Bunch Draw	Bunch Post	Inside Outs	The Bomb	Curls
Over Under	Falcon Soar			

I-FORM

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Outsi[illegible]
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Fake Comeback	Dive	Closed Screen	Tom Dive	Screen Under
Open Toss				

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA SPORTS

NFL 2K

NEW YORK GIANTS

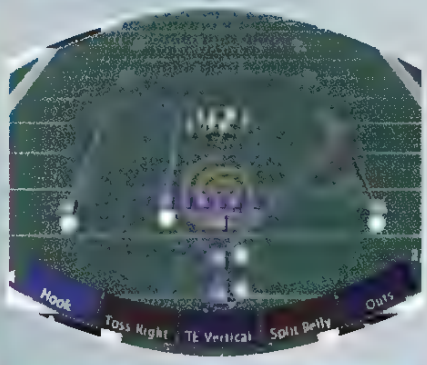
BY THE NUMBERS

Offense	63
Defense	82
Overall	74

UNIQUE PLAYS

I FORM

HOOK



ZAC WEAK LEAD

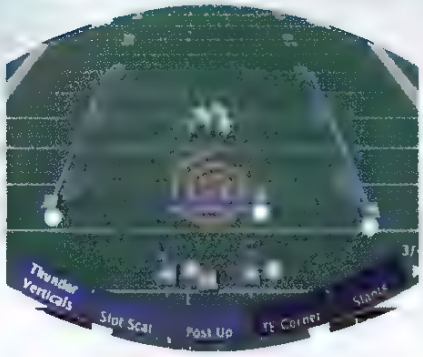
THE OUTSIDE FOCUS IN THE BACKFIELD AND THE MIDDLE.

PRO SET

ZAC STRONG LEAD

CAN
GOOD CHUN

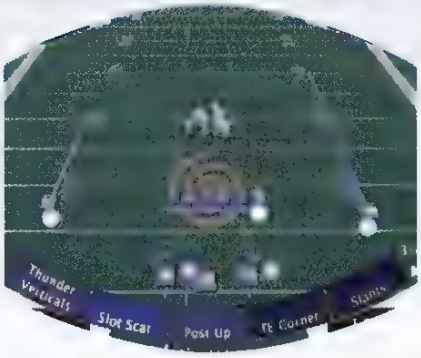
THUNDER VERTICALS



END AS

TO

SLOT SCAT



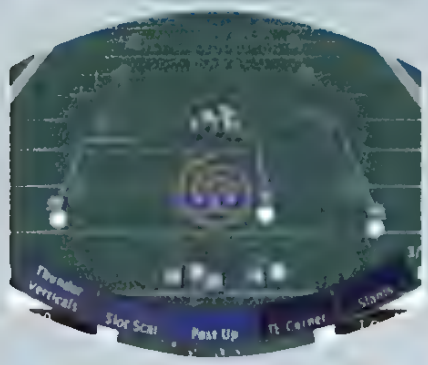
WAIT FOR THE TIGHT END TO MAKE HIS CUT ON THIS

OF

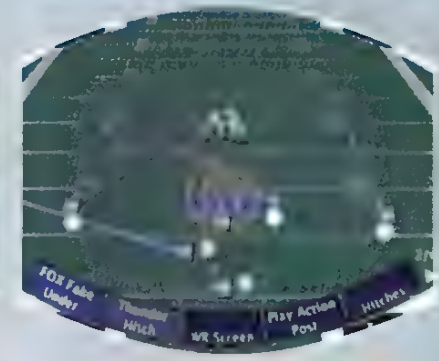
THE CLOCK.

WEAK I

POST UP

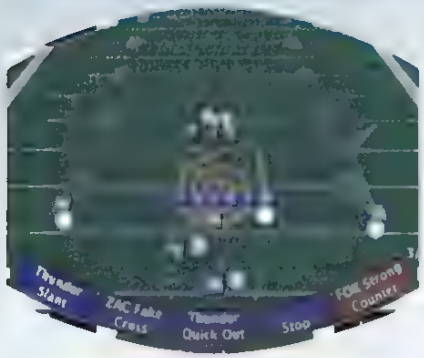


FOX FAKE UNDER



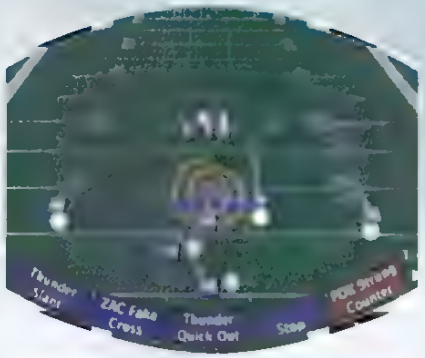
THUNDER HITCH

THUNDER SLANT



HIT THE [illegible] MAKES HIS [illegible] UP, [illegible] GOOD ALTERNATIVE.

ZAC FAKE CROSS



[illegible]

GIANTS

GIANTS

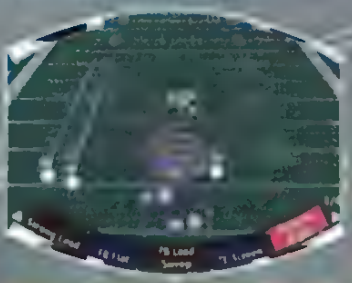
SEGA™ SPORTS

NFL 2K

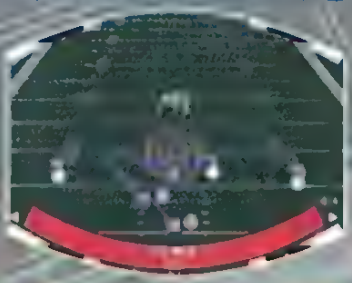
THUNDER QUICK OUT

STOP

FOX STRONG COUNTER



ZAC WEAK TOSS



THE PLAYBOOK

OFFENSE

TRIPS

PA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
TA Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Hook	Toss Right	TE Vertical	Split Belly	Outs
ZAC Weak Lead	ZAC Strong Lead			

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
Thunder Verticals	Slot Scat	Post Up	TE Corner	Slants

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

[illegible]

Strong Lead	FB Flat	FB Lead Swoop	TE Screen	Counter Right
FOX Fake Under	Thunder Hitch	WR Screen	PA Post	Hitches
Thunder Slant	ZAC Fake Cross	Thunder Quick Out	Stop	FOX Strong Counter
ZAC Weak Toss				

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Swoop Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

JACKSONVILLE JAGUARS

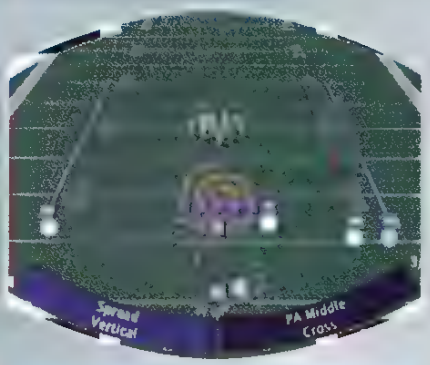
BY THE NUMBERS

Offense	95
Defense	82
Overall	87

UNIQUE PLAYS

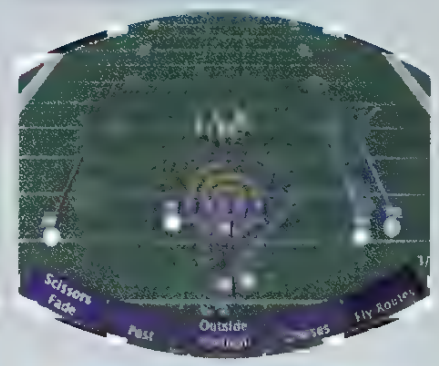
TRIPS

SPREAD VERTICAL



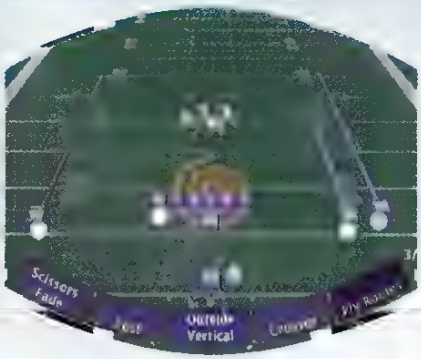
SPREAD

SCISSORS FADE

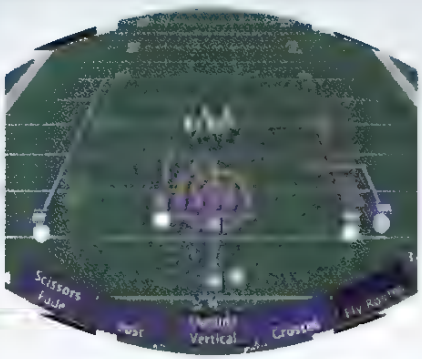


POST

OUTSIDE VERTICAL



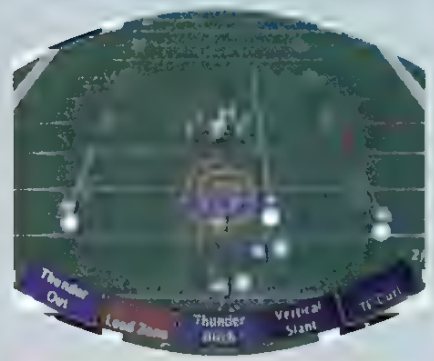
CROSSES



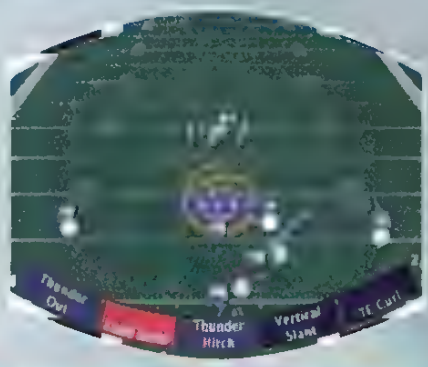
ON THIS CROSSES PLAY, THE PRIMARY RECEIVER RUNS [illegible] HIT HIM IN STRIDE.

STRONG I

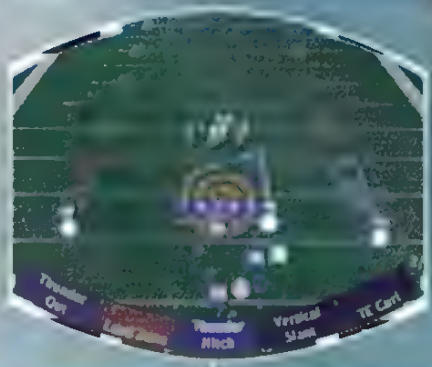
THUNDER OUT



LEAD ZONE

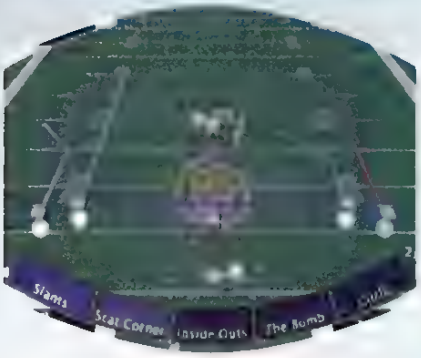


THUNDER HITCH



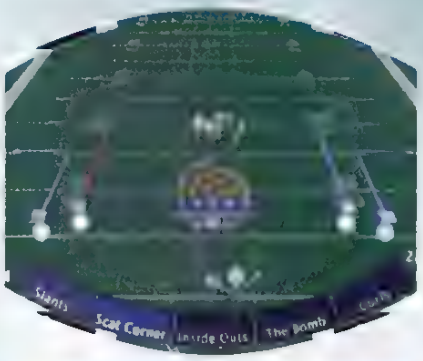
QUADS

SLANTS



THE PRIMARY [illegible] THE [illegible] HIT [illegible] PRIMARY [illegible] PATTERN ON THE OTHER SIDE OF THE FIELD.

SCAT CORNER



THE [illegible] GOOD [illegible]

JAGUARS

SEGA™ SPORTS

NFL 2K

THE PLAYBOOK

OFFENSE

DROPS

Wildcatline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Drop	TE Cross	HB Toss Left	Outside Hitch	End Around
Inside Vertical	PA Middle Cross			

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Stevens Fade	Post	Outside Vertical	Crosses	Fly Routes

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

HB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Thunder Out	Lead Zone	Thunder Hitch	Vertical Slant	TE Curl

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Slants	Seat Corner	Inside Outs	The Bomb	Curls

WEAK T

Strong Load	FB Flat	FB Load Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Load Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flip	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Safe	Inside Fire Safe	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Matchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA SPORTS

NFL 2K

NEW YORK JETS

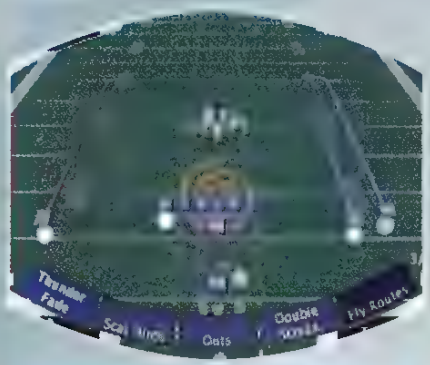
BY THE NUMBERS

Offense	93
Defense	94
Overall	91

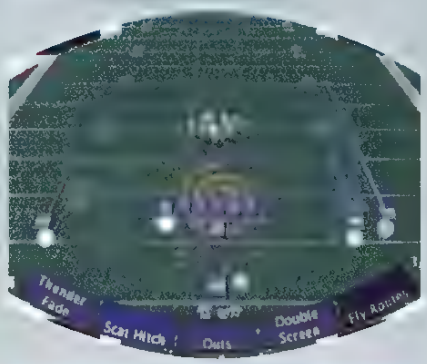
UNIQUE PLAYS

SPREAD

THUNDER FADE

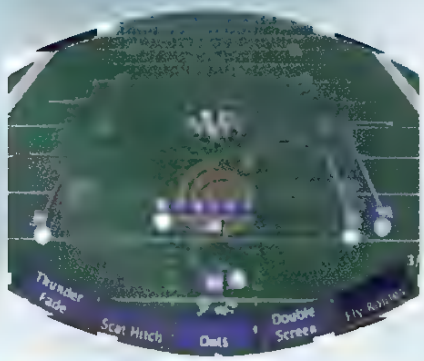


SCAT HITCH

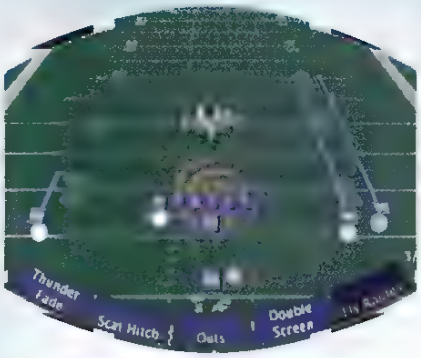


PRO SET

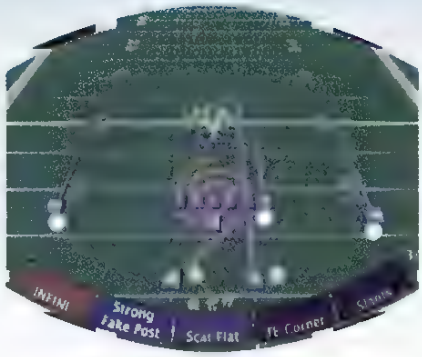
OUTS



DOUBLE SCREEN



STRONG FAKE POST



HIT TH

TURNS

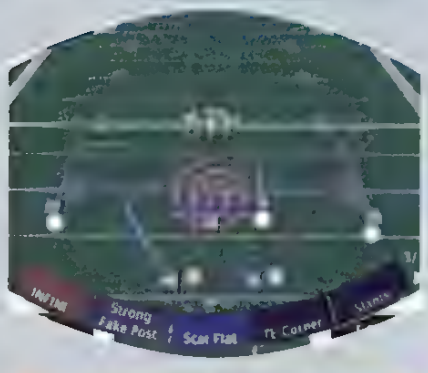
WAIT FOR THE

LEFT)

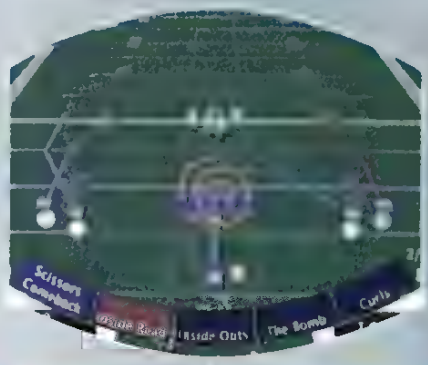
YOUR OFFENSE.

QUADS

SCAT FLAT



SCISSORS COMEBACK

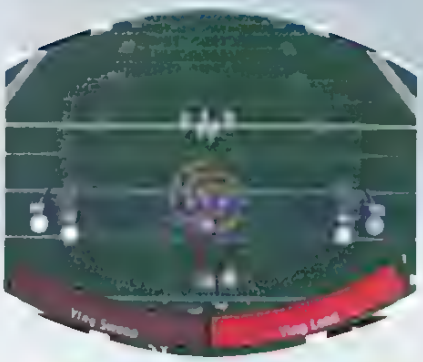


INSIDE READ

YING SWEEP

THE PULLING GUARD LEAD BLOCKER BREAKS PROBABLY ALL THE WAY DOWN THE LINE OF SCRIMMAGE SWEEPING OUT AND ATTACKING THE FIELD, THEN RUN THROUGH THE HOLES THEY CREATE.

YING LEAD



THIS RUN PLAY IS A VARIATION OF THE YING OPTION. IT ALLOWS THE RUNNING BACK AND GUARD TO PULL OUT AND ATTACK THE FIELD. BLOCKERS TO HELP YOU OUT ON THE FIELD.

JETS

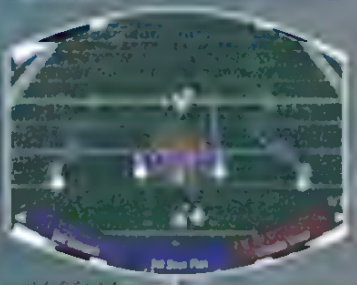
SEGA SPORTS

NFL 2K

ACE

JET SCREEN

JET SCAT FLAT



INSIDE TRAP

THE PLAYBOOK

OFFENSE

TRIPS

HB Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
PA Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Thunder Fade	Scat Hitch	Outs	Double Screen	Fly Routes

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
Strong Fake Post	Scat Flat	TE Corner	Slants	

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Scissors Comeback	Inside Read	Inside Outs	The Bomb	Curls
Ying Swoop	Ying Lead			

[illegible]

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Jet Screen	Jet Seat Flat	Inside Trap		

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Drive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

DETROIT LIONS

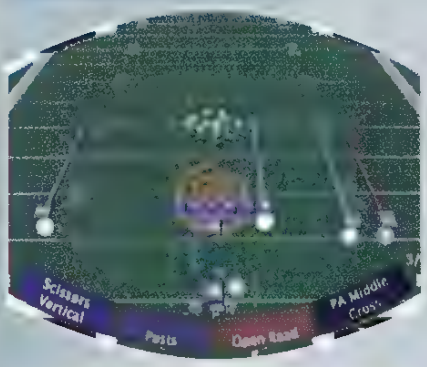
BY THE NUMBERS

Offense	82
Defense	80
Overall	80

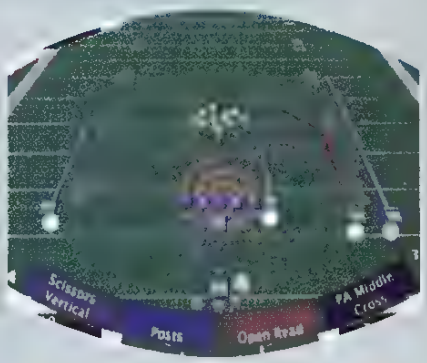
UNIQUE PLAYS

TRIPS

SCISSORS VERTICAL



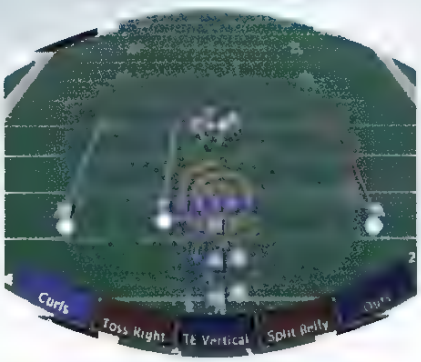
POSTS



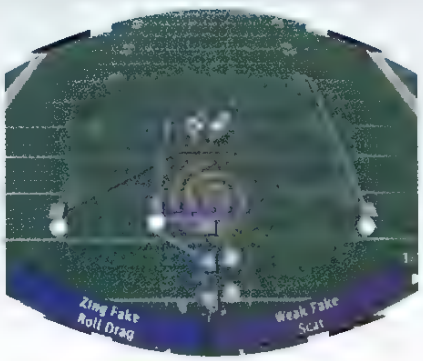
I FORM

OPEN READ

CURLS



ZING FAKE ROLL DRAG



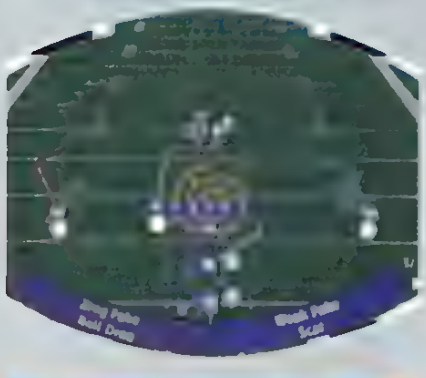
RUN INTO A BIG GAIN

THE PRIMARY RECEIVER RUNS A SCANT PATTERN TO

IN THE OPEN

PRO SLOT

WEAK FAKE SCAT

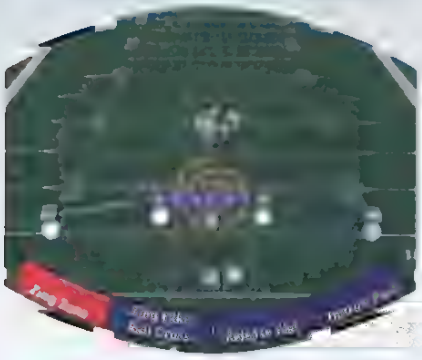


OUTSIDE VERTICAL

CLEAR UNDER

ACE

ZING ZONE



ZING FAKE ROLL CROSS

LIONS

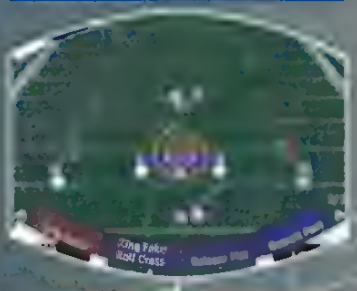
LIONS

SEGA SPORTS

NFL 2K

RELEASE FLAT

DETROIT POST



THE PLAYBOOK

OFFENSE

TRIPS

PA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Drop	TE Cross	HB Toss Left	Outside Hitch	End Around
Runners Vertical	Posts	Open Road	PA Middle Cross	

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Sleep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Curls	Toss Right	TE Vertical	Split Belly	Outs
Zing Fake Roll Drag	Weak Fake Scat			

PRO SET

HB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Outside Vertical	Clear Under	Near Comeback		

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

[illegible]

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	MB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Zing Zone	Zing Fake Roll Cross	Release Fire	Detroit Post	

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 3 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

GREEN BAY PACKERS

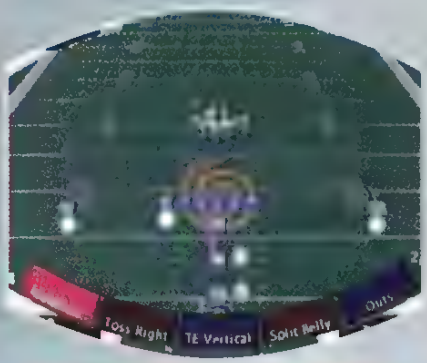
BY THE NUMBERS

Offense	94
Defense	85
Overall	84

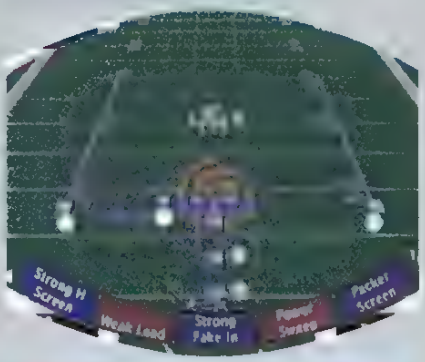
UNIQUE PLAYS

I FORM

ISOLATION

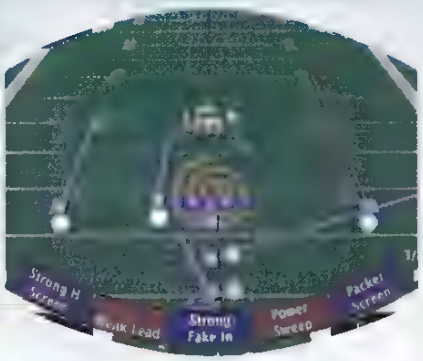


STRONG H SCREEN

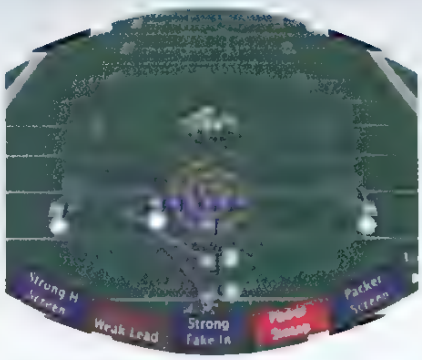


WEAK LEAD

STRONG FAKE IN

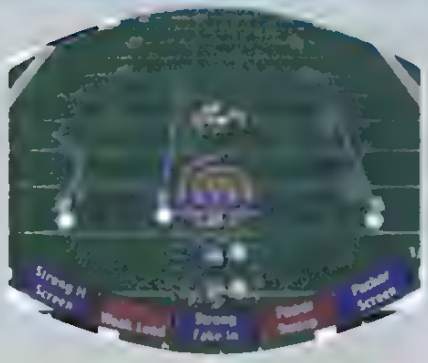


POWER SWEEP



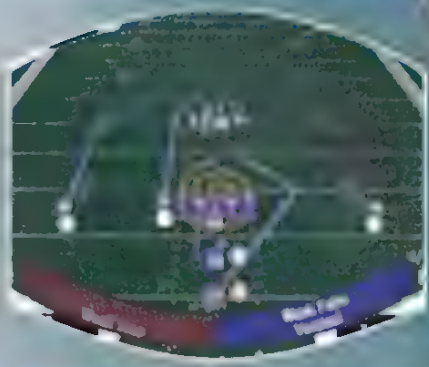
THE KEY TO THIS [illegible] SET BY THE [illegible] CAN [illegible] TO SPRING THIS RUNNING PLAY FOR A BIG GAIN.

PACKERS SCREEN



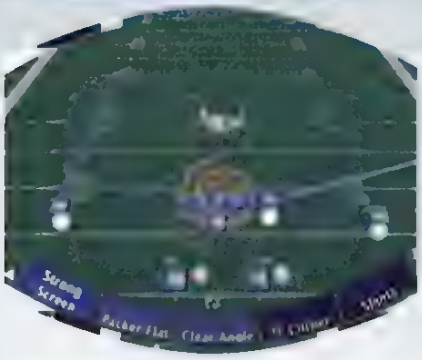
WEAK TRAP

WEAK FAKE VERTICAL



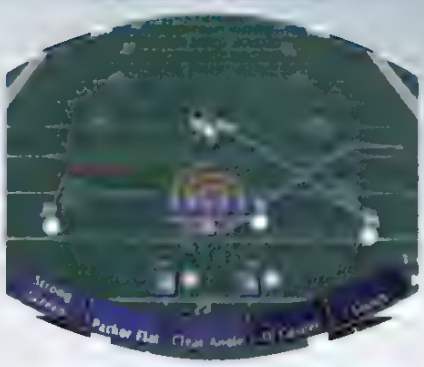
PRO SET

STRONG SCREEN



THE QUICK WAY [illegible] THE WIDE-OUT [illegible] ON THE LINE OF SCRIMMAGE [illegible] THE BALL [illegible] OR THE WIDE RECEIVER RUNNING THE FLY ROUTE.

PACKER FLAT



WAIT FOR THE [illegible] BACK [illegible] LEFT [illegible] RIGHT [illegible] PASSING PLAY.

PACKERS

PACKERS

SEGA SPORTS

NFL 2K

CLEAR ANGLE

STRETCH UNDER

SLANT VERTICAL

QUICK FADE

THE PLAYBOOK

OFFENSE

TRIPS

PA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
PA Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Isolation	Toss Right	TE Vertical	Split Belly	Outs
Strong H Screen	Weak Lead	Strong Fake In	Power Sweep	Packers Screen
Weak Trap	Weak Fake Vertical			

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
Strong Screen	Packer Flat	Clear Angle	TE Corner	Slants
Stretch Under	Slant Vertical	Quick Fade		

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

CAROLINA PANTHERS

BY THE NUMBERS

Offense	74
Defense	66
Overall	72

UNIQUE PLAYS

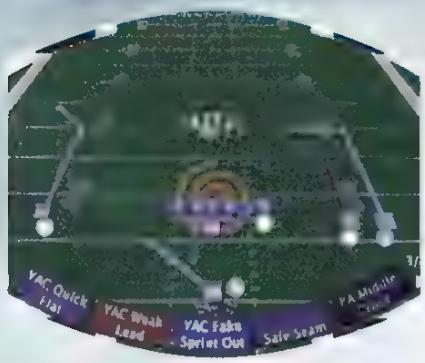
TRIPS

YAC QUICK FLAT

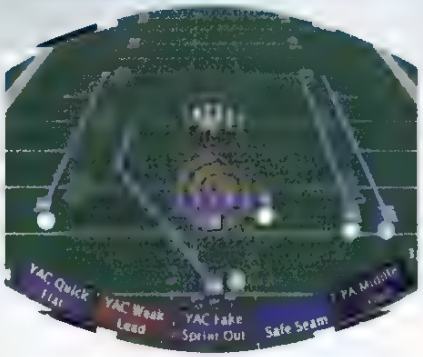
YAC WEAK LEAD

SPREAD

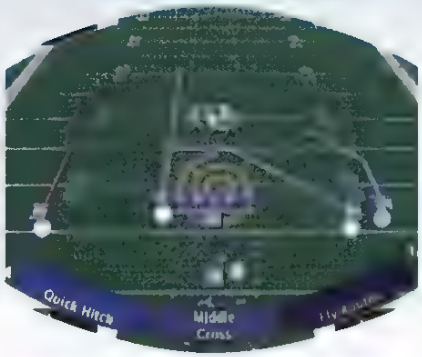
YAC FAKE SPRINT OUT



SAFE SCREEN



QUICK HITCH



THIS PLAY IS DESIGNED FOR THE TIGHT END TO SPLIT [illegible] TO GAIN BIG YARDAGE.

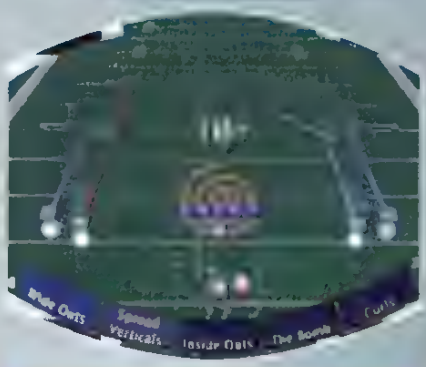
TIME THIS PASSED [illegible] AWAY AT THE RECEIVER [illegible] BALL [illegible] DOWN) TO HELP THE RECEIVER GET OPEN.

QUADS

MIDDLE CROSS

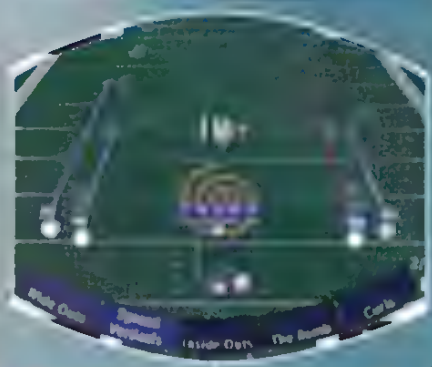
[illegible]

WIDE-OUTS



[illegible]MARY RECEIVER TO GET 10–15 [illegible] BEFORE DELIVERING THIS [illegible]VER DEEP (ANALOG STICK UP [illegible]OM THE NEAREST DEFENDER). THIS [illegible] GET YOU BIG YARDAGE.

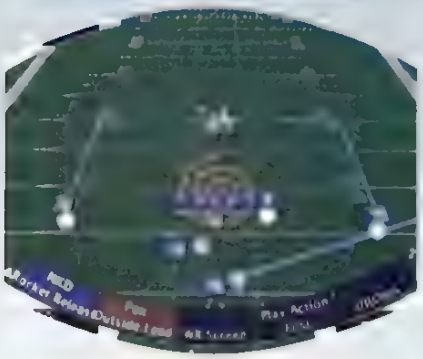
SPREAD VERTICALS



[illegible]

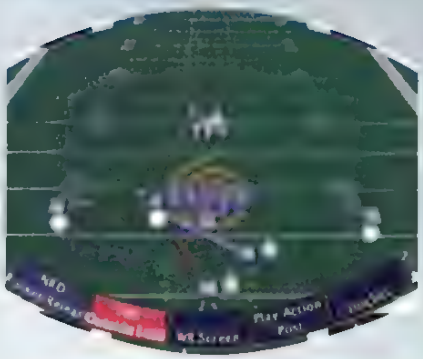
WEAK I

NKD ROCKET RELEASE



[illegible] PASSING PLAY.

FOX OUTSIDE LEAD



[illegible] NING PLAY. IF THE BLOCKS CAN HOLD UNTIL YOU GET BEYOND THE LINE OF SCRIMMAGE, YOU SHOULD BE ABLE TO SPRING THIS RUN FOR BIG YARDS.

PANTHERS

SEGA™ SPORTS

NFL 2K

FOX TOSS

THE TACKLE PULLS AND THE FULLBACK LEADS YOU ON THIS RUNNING PLAY. GET UPFIELD AS QUICKLY AS YOU CAN AND LOOK TO CUT IT INSIDE IF A HOLE PRESENTS ITSELF.

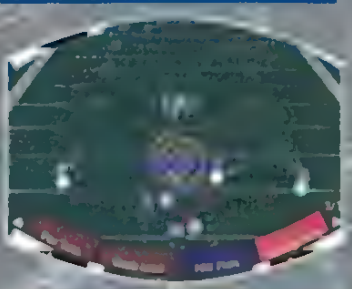
WEAK LEAD

FOLLOW YOUR FULLBACK BLOCKER ON THIS INSIDE RUN. IF THE HOLE BETWEEN THE TACKLE AND FULLBACK ISN'T THERE, BOUNCE IT FARTHER OUTSIDE OR LOOK FOR A GAP INSIDE YOU CAN HIT.

FOX FLATS

THE MAIN TARGET ON THIS PLAY IS THE FULLBACK RUNNING OUT OF THE BACKFIELD AND INTO THE RIGHT FLAT. HIT HIM ONCE HE GETS TO THE LINE OF SCRIMMAGE, THEN TURN UPFIELD QUICKLY TO GET POSITIVE YARDS.

STRONG TRAP



THIS RUN PLAY IS DESIGNED TO OPEN UP A HOLE TO THE RIGHT SIDE OF THE LINE. IF THE HOLE DOESN'T OPEN UP INSIDE, SPRING THE PLAY OUTSIDE AND TRY TO GET UPFIELD AS FAST AS YOU CAN.

THE PLAYBOOK

OFFENSE

TRIPS

WR Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
YAC Quick Flat	YAC Weak Lead	YAC Fake Sprint Out	Safe Screen	PA Middle Cross

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Quick Hitch	Middle Cross	Fly Routes		

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
FB Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	AB Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Wide-Outs	Spread Verticals	Inside Outs	The Bomb	Curls

STEAL

Strong Lead	FB Flat	FB Lead Swoop	TE Screen	Counter Right
WKD Rocker Release	Fox Outside Lead	WR Screen	PA Post	Hitches
Fox Toss	Weak Lead	Fox Flats	Strong Trap	

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Swoop Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Force Punt Bunting	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Block	Left Screen	TE Cover
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Safe	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA SPORTS

NFL 2K

NEW ENGLAND PATRIOTS

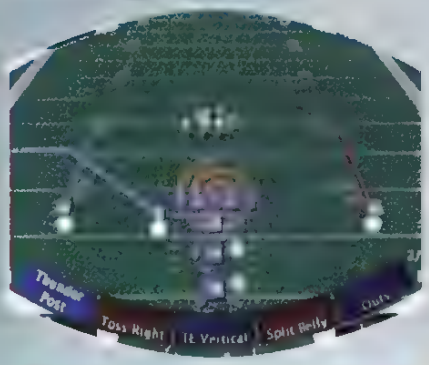
BY THE NUMBERS

Offense	92
Defense	83
Overall	86

UNIQUE PLAYS

I FORM

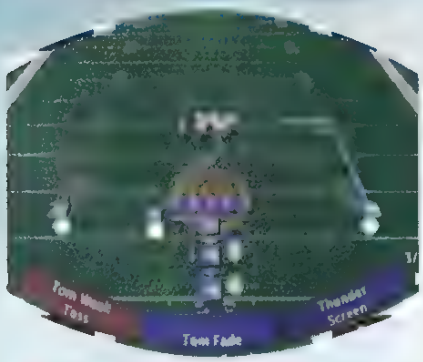
THUNDER POST



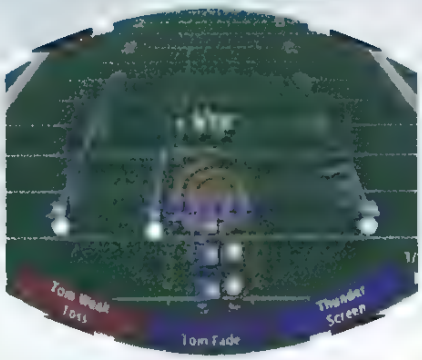
TOM WEAK TOSS

PRO SET

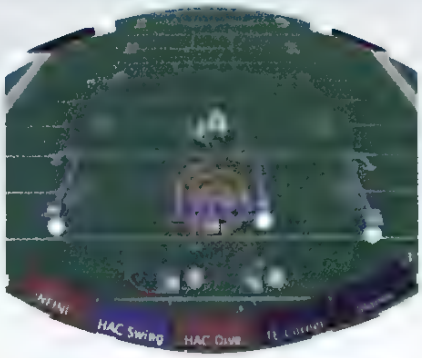
TOM FADE



THUNDER SCREEN



HAC SWING



[illegible]

THUNDER SCREEN IS A QUICK PASS TO THE HALFBACK [illegible] DOWN [illegible] AS FAST AS YOU CAN.

IT'S ALL UP TO THE HALFBACK ON HAC SWING PASS PLAY. [illegible] THE BALL [illegible] MAKE THE FIRST GUY MISS AND YOU CAN GET A BIG GAIN.

ACE

HAC DIVE

ZAC ZONE

ZAC PATRIOT FLATS

DIVE

ZAC PATRIOT CURL

PATRIOTS

SEGA™ SPORTS

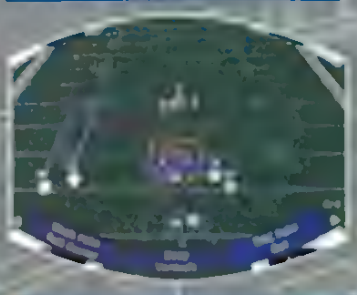
NFL 2K

BAC OPEN ZONE

WEAK FAKE ROLL CORNER

DEEP VERTICALS

DAC FAKE OUT



THE PLAYBOOK

OFFENSE

DROPS

PA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
PA Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Thunder Post	Toss Right	TE Vertical	Split Belly	Outs
Tom Weak Toss	Tom Fade	Thunder Screen		

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
HAC Swing	HAC Dive	TE Corner	Slants	

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK

Strong Load	FB Flat	FB Load Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Counter Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	Ground Right
ZAC Zone	ZAC Patriot Flats	Dive	ZAC Patriot Curl	DAC Open Zone
Weak Fake Roll Corner	Deep Verticals	DAC Fake Out		

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatches Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

OAKLAND RAIDERS

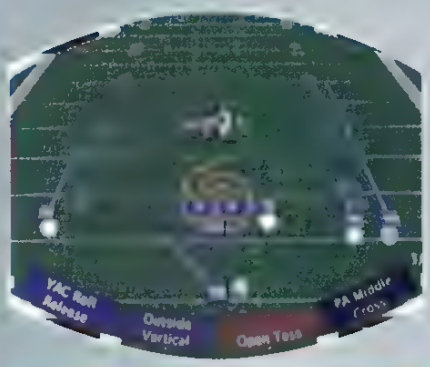
BY THE NUMBERS

Offense	74
Defense	96
Overall	84

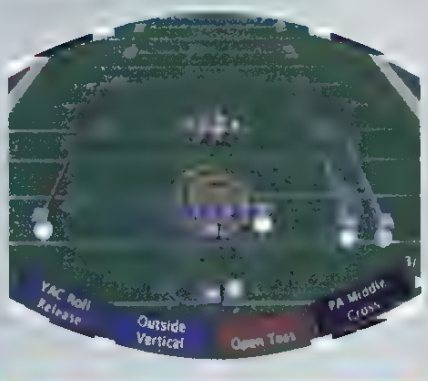
UNIQUE PLAYS

TRIPS

YAC ROLL RELEASE

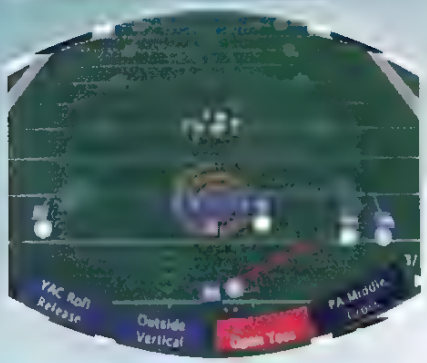


OUTSIDE VERTICAL

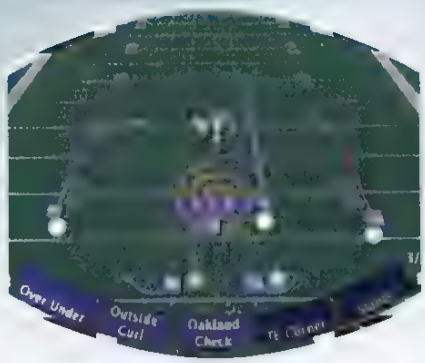


PRO SET

OPEN TOSS

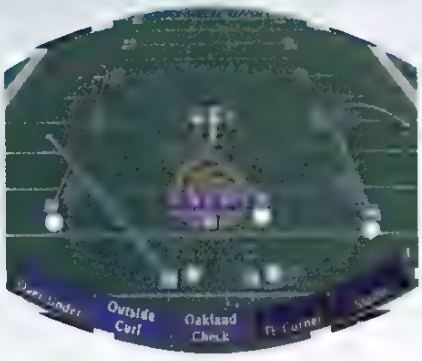


OVER UNDER



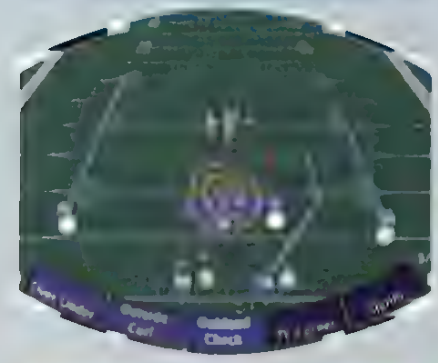
WAIT FOR THE [illegible] MAKE HIS CUT ACROSS [illegible] HASH MARK.

OUTSIDE CURL



THIS PLAY [illegible] THE DEFENSE [illegible] CURL [illegible] MORE OF A FLY-TYPE ROUTE.

OAKLAND CHECK



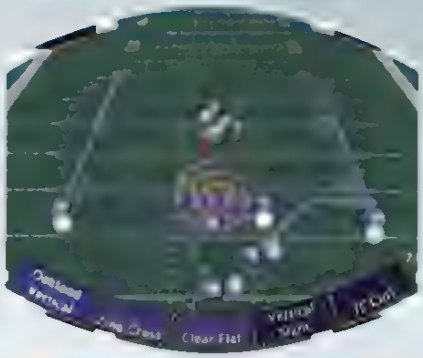
THUNDER CLEAR

POSTS

STRONG I

MISDIRECT SWEEP

OAKLAND VERTICAL



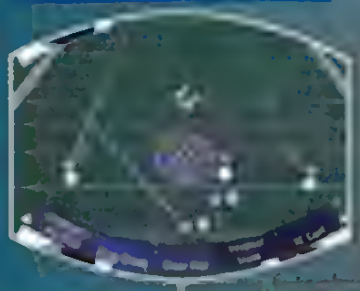
RAIDERS

RAIDERS

SEGA SPORTS

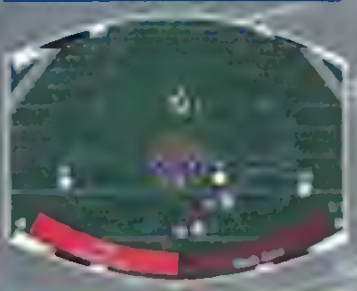
NFL 2K

ZING CROSS



CLEAR FLAT

ZING STRONG TOSS



WEAK ZONE

THE PLAYBOOK

OFFENSE

TRIPS

PA Sidehre Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
WR Roll Release	Outside Vertical	Open Toss	PA Middle Cross	

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I-FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

HB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
Over Under	Outside Curl	Oakland Check	TE Corner	Slants
Thunder Clear	Posts	Misdirect Sweep		

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Oakland Vertical	Zing Cross	Clear Flat	Vertical Slant	TE Curl
Zing Strong Toss	Weak Zone			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

BREAK

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Base Down	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

HB Drop	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Post	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man	Base Man	Outside Fire Man	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

ST. LOUIS RAMS

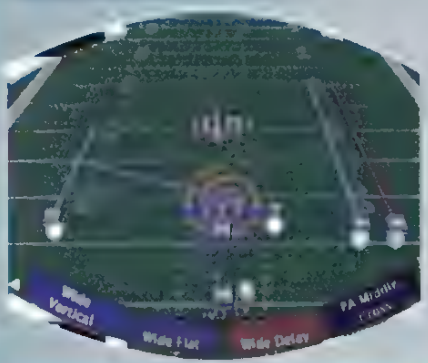
BY THE NUMBERS

Offense	68
Defense	86
Overall	77

UNIQUE PLAYS

TRIPS

WIDE VERTICAL

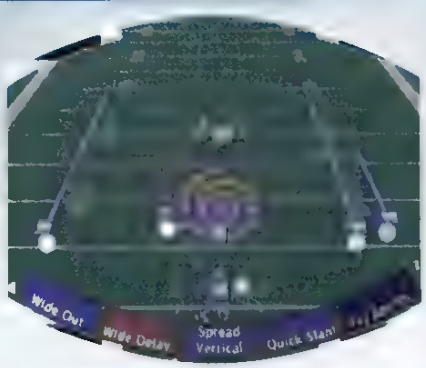


WIDE FLAT

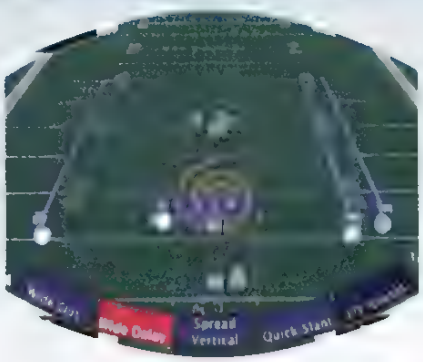
SPREAD

WIDE DELAY

WIDE-OUT



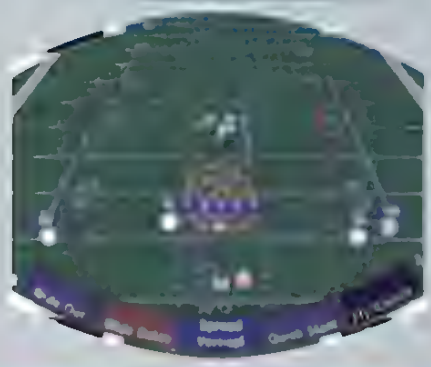
WIDE DELAY



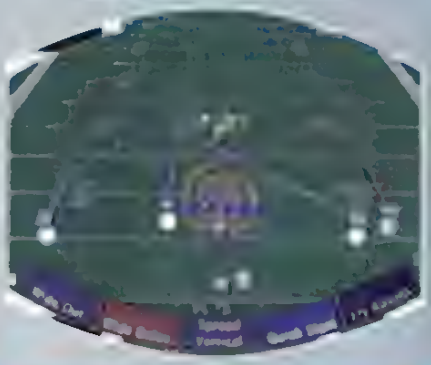
THE LINE SHOULD [illegible] THE LEFT GUARD [illegible] TRIPS [illegible] THERE, TRY BOUNCING IT OUTSIDE.

I FORM

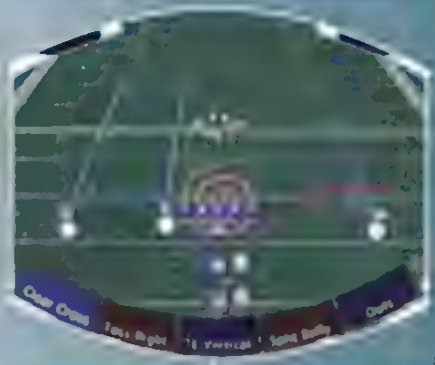
SPREAD VERTICAL



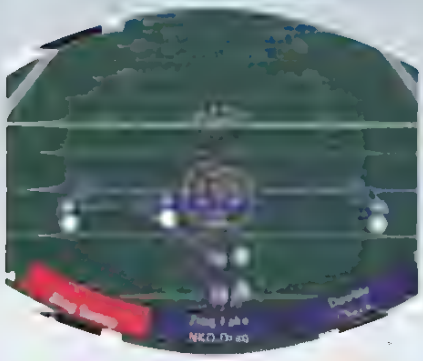
QUICK SLANT



CLEAR CROSS



ZING SWEEP



ZING FAKE NKD DRAG

RAMS

Rams

SEGA™ SPORTS

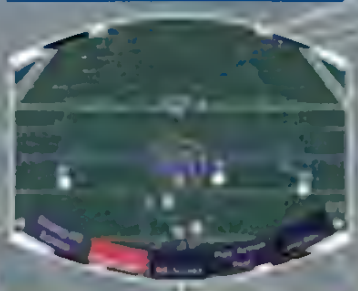
NFL 2K

WEAK I

DOUBLE CHECK

STRONG HB SCREEN

RAM TRAP



WEAK FLAT

THE PLAYBOOK

OFFENSE

TRIPS

PA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
SLB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
Wide Vertical	Wide Flat	Wide Delay	PA Middle Cross	

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Wide Out	Wide Delay	Spread Vertical	Quick Slant	Fly Routes

I FORM

Deep Slants Right	HB Fallow	HB Check	Counter	Roll Screen
Clear Cross	Toss Right	TE Vertical	Split Belly	Outs
Zing Sweep	Zing Fake NKD Drag	Double Check		

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

SHOTGUN

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Strong HB Screen	Rare Trap	WR Screen	PA Post	Hitches
Weak Flat				

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	HB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Free Man 1	Off Man 2 Deep
Double Free Man Off	Outside Free 3 Deep	Prevent 3 Deep	Double Shoot	Press Free Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Free Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Free 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Free Sky 3	Base 2 Deep	Inside Free Press	Safe Cover 2
Middle Dog Soft	Inside Free Soft	Middle Stunt	Prevent	Inside Free

NICKEL

Cover 2	Inside Free Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Free Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Free	Weak Free	Base	All Free Press	Middle Joker
Middle Twist	Strong Free	Middle Joker Press	Zone	Middle Free

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

BALTIMORE RAVENS

BY THE NUMBERS

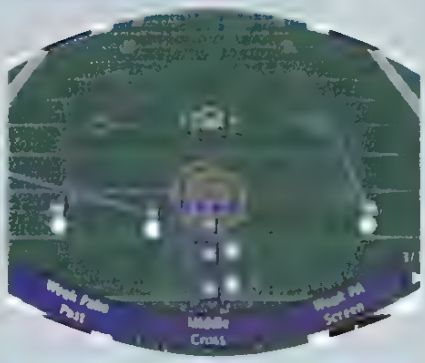
Offense	65
Defense	77
Overall	72

UNIQUE PLAYS

I FORM

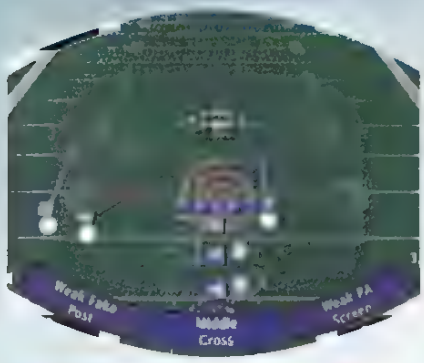
OUT CORNER

WEAK FAKE POST

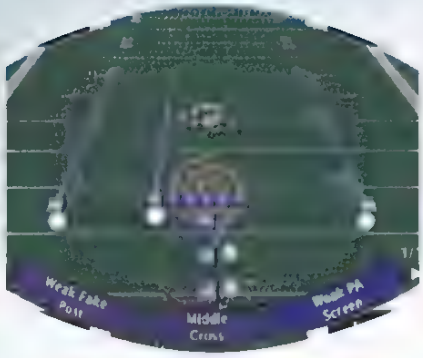


WEAK I

MIDDLE CROSS

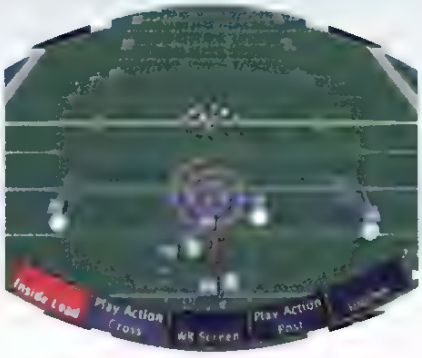


WEAK PA SCREEN



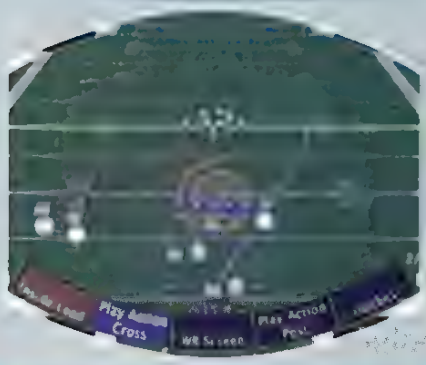
THIS PASS PLAY [illegible] MORE TO THE FULL[illegible] GET THE [illegible] DON'T MUCH BLOCKING HELP DOWNFIELD.

INSIDE LEAD

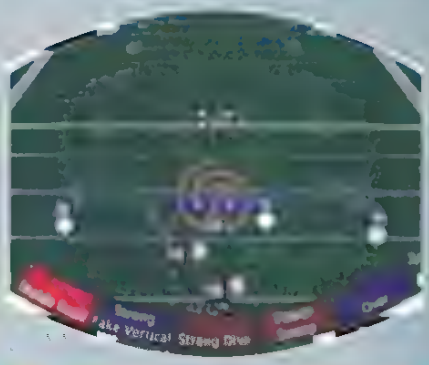


GET TO THE LINE [illegible] ON THIS [illegible] FULL[illegible] EXTRA YARDS.

PA CROSS

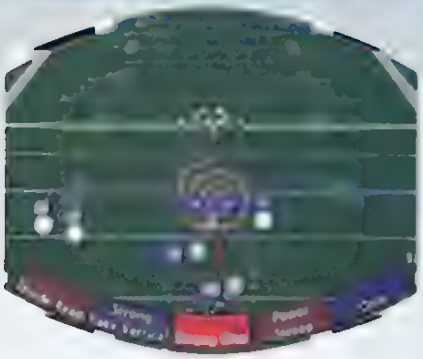


INSIDE READ

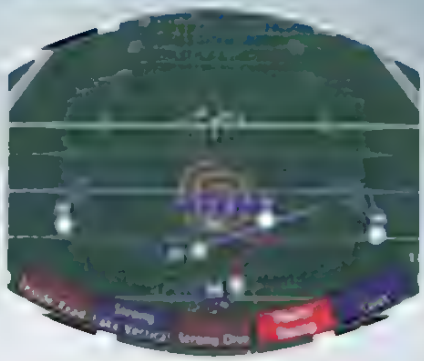


STRONG FAKE VERTICAL

STRONG DIVE



POWER SWEEP



RAVENS

SEGA™ SPORTS

NFL 2K

OVER

ISOLATION

THE PLAYBOOK

OFFENSE

TRIPS

PA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
PA Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Out Corner	Toss Right	TE Vertical	Split Belly	Outs
Weak Fake Post	Middle Cross	Weak PA Screen		

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

[illegible]

Strong Load	FB Flat	FB Load Swoop	TE Screen	Counter Right
Inside Load	PA Cross	WR Screen	PA Post	Hitches
Inside Bomb	Strong Fake Vertical	Strong Dive	Power Swoop	Over
Scrimmage				

[illegible]

TE Screen	Center Draw	PA Dig	Bounce Outside	HB Option
Swoop Left	PA 'X' Drag	HB Counter Left	PA 'X' Cross	G Load Right

[illegible]

QB Take Knee	QB Spike Ball

SPECIAL

Punt Goal	Punt Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Punt Goal Screen Pass	Punt Goal Run			

[illegible]

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Load	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Shoot Man

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Safe	Inside Fire Safe	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	Off Block

SEGA SPORTS

NFL 2K

WASHINGTON REDSKINS

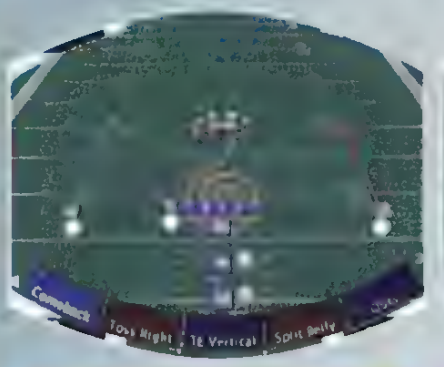
BY THE NUMBERS

Offense	76
Defense	81
Overall	79

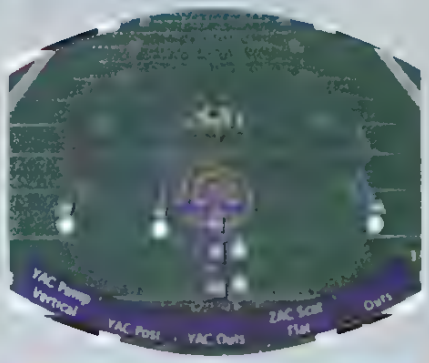
UNIQUE PLAYS

I FORM

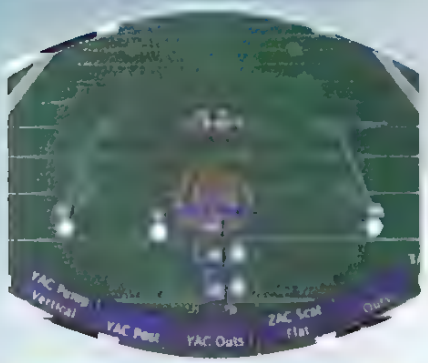
COMEBACK



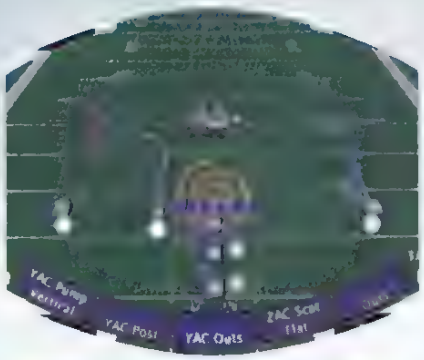
YAC PUMP VERTICAL



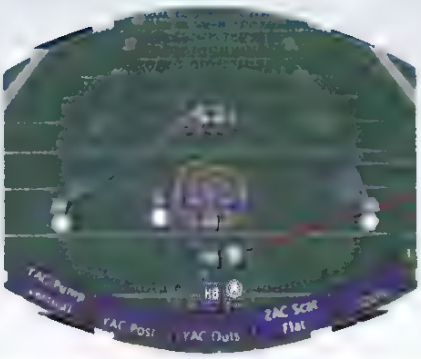
YAC POST



YAC OUTS



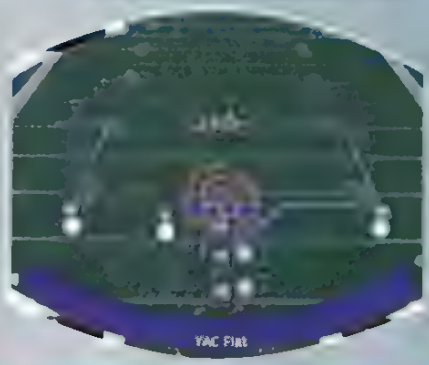
ZAC SCAT FLAT



WEAK I

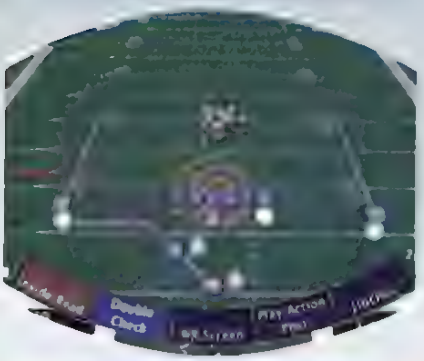
OUTS

YAC FLAT



INSIDE READ

DOUBLE CHECK



INSIDE LEAD

REDSKINS

REDSKINS

SEGA™ SPORTS

NFL 2K

ACE

STRONG TRAP

THE PULLING GUARD PROVIDES YOU WITH THE BLOCKING YOU NEED TO GET GOOD YARDAGE ON THIS PLAY. IF THE WIDE-OUT CAN HOLD HIS BLOCK, THE HALFBACK CAN GET UPFIELD IN A HURRY.

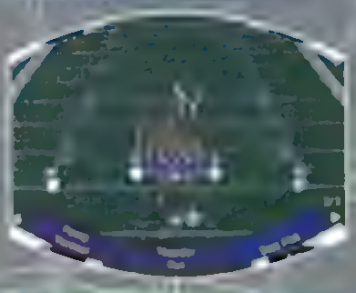
PUMP VERTICAL

WAIT FOR THE PRIMARY RECEIVER TO CUT BACK UPFIELD BEFORE PASSING HIM THE BALL. LEAD HIM DEEP (ANALOG STICK UP) TO COMPLETE THIS BIG PASS PLAY.

THUNDER OUT

THE PRIMARY RECEIVER RUNS A DEEP OUT PATTERN ON THIS PLAY. WAIT FOR HIM TO CUT TO THE SIDELINE, THEN DELIVER THE BALL. IF THE RECEIVER IS IN TIGHT COVERAGE, UNDERTHROW HIM (ANALOG STICK DOWN) TO COMPLETE THE PASS.

SCAT FLAT



HIT THE TIGHT END AS HE RUNS TO THE SIDELINE ON THIS PLAY. LEAD HIM (ANALOG STICK RIGHT) TO HIT HIM IN STRIDE. ONCE THE TIGHT END CATCHES THE BALL, TURN UPFIELD AND RUN AS FAST AS YOU CAN.

THE PLAYBOOK

OFFENSE

TRIPS

Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
TE Middle Cross				

[illegible]

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Up Routes				

[illegible]

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Comeback	Toss Right	TE Vertical	Split Belly	Outs
YAC Pump Vertical	YAC Post	YAC Outs	ZAC Scat Flat	Outs
YAC Flat				

PRO SET

HB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

AREA 1

Strong Lead	FB Flat	FB Lead Swoop	TE Screen	Counter Right
Inside Read	Double Check	WR Screen	PA Post	Hitches
Inside Lead	Strong Trap			

ACE

TE Swoop	Center Draw	PA Dig	Bounce Outside	HB Option
Swoop Left	PA TE Drag	HB Counter Left	PA TE Cross	Ground Route
Pump Vertical	Counter Out	Scat Pass		

CLOCK

QB Time Kaos	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA SPORTS

NFL 2K

NEW ORLEANS SAINTS

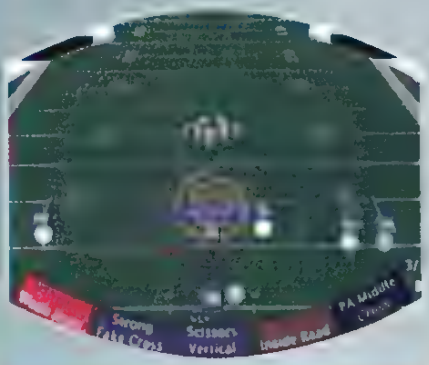
BY THE NUMBERS

Offense	67
Defense	74
Overall	71

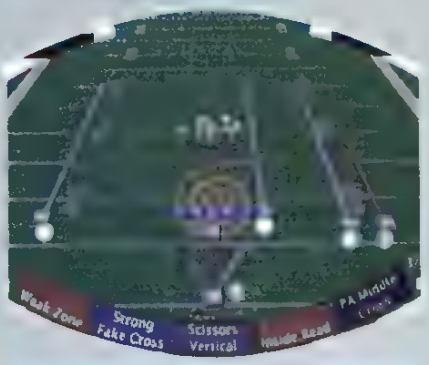
UNIQUE PLAYS

TRIPS

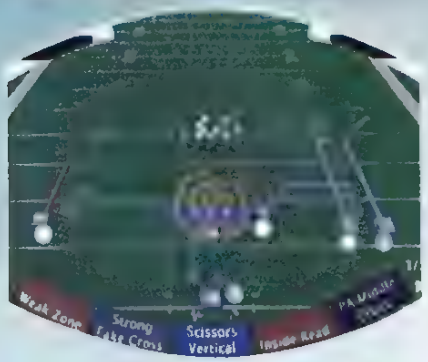
WEAK ZONE



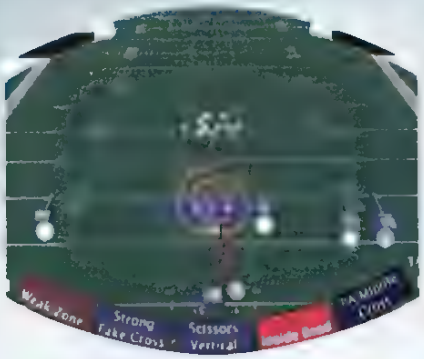
STRONG FAKE CROSS



SCISSORS VERTICAL

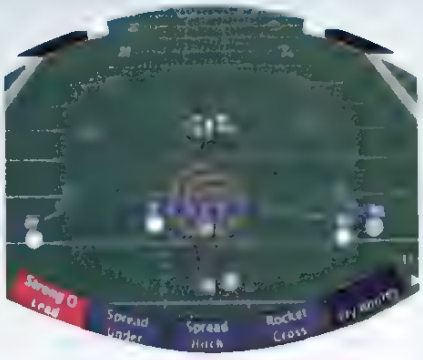


INSIDE READ



SPREAD

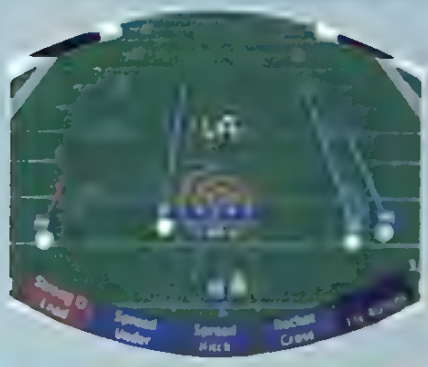
STRONG O LEAD



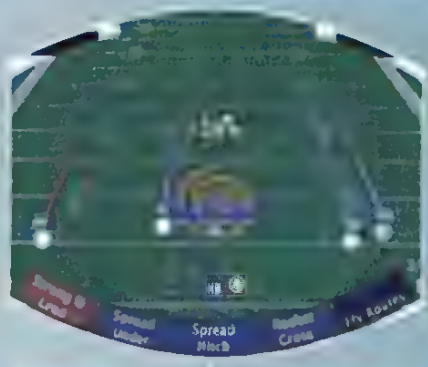
YOU A COUPLE OF DUDS.

BREAK THIS RUN OPEN.

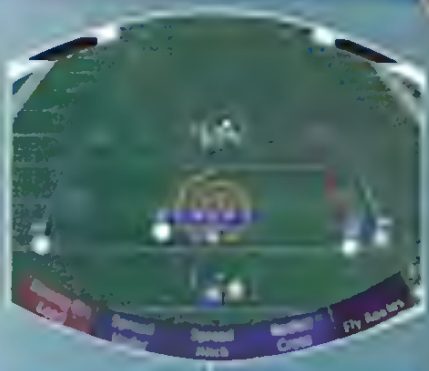
SPREAD UNDER



SPREAD HITCH

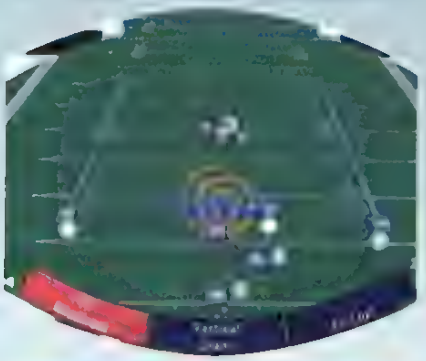


ROCKET CROSS



STRONG I

FB MISDIRECT



WEAK I

OUTSIDE READ

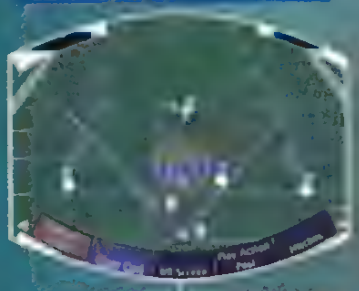
SAINTS

SAINTS

SEGA™ SPORTS

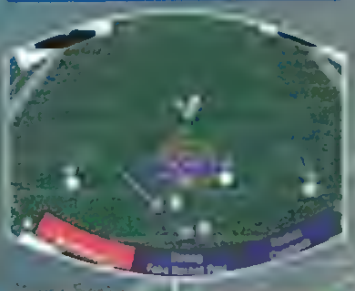
NFL 2K

CLEAR CURL



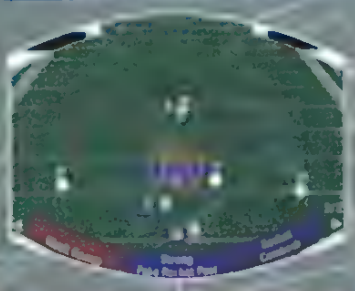
THE TIGHT END RUNS 5 YARDS UPFIELD, THEN TURNS AROUND TO THE QB ON THIS PASS PLAY. THE OTHER RECEIVERS SHOULD CLEAR MOST OF THE DEFENDERS AWAY FROM THE MIDDLE OF THE FIELD SO THE TIGHT END SHOULD BE OPEN.

WEAK SWEEP



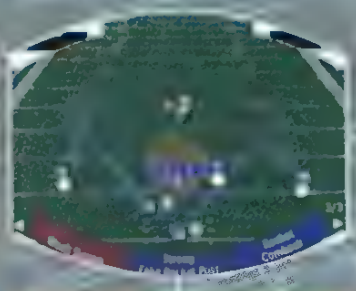
THIS SWEEP PLAY RUNS TO THE WEAK SIDE OF THE LINE. ONLY A PULLING GUARD AND THE FULLBACK BLOCK FOR YOU ON THIS RUNNING PLAY.

STRONG FAKE ROCKET POST



THIS PLAY FEATURES A FAKE HANDOFF, A MEDIUM-RANGE CROSSING PATTERN, AND A DEEP POST PATTERN. THE PRIMARY RECEIVER IS RUNNING THE POST PATTERN, AND YOU SHOULD WAIT TO THROW THE BALL UNTIL HE HAS MADE THE CUT TOWARD THE MIDDLE OF THE FIELD.

ROCKET COMEBACK



THE PRIMARY RECEIVER RUNS A QUICK COMEBACK ROUTE ON THE RIGHT SIDE OF THE FIELD. WAIT FOR HIM TO TURN BACK TO THE QB AND GET THE BALL TO HIM. UNDERTHROW HIM (ANALOG STICK DOWN) TO COMPLETE THIS PLAY.

THE PLAYBOOK

OFFENSE

TRIPS

HB Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
Weak Zone	Strong Fake Cross	Scissors Vertical	Inside Read	PA Middle Cross

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Strong O Lead	Spread Under	Spread Hitch	Rocket Cross	Fly Routes

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
FB Misdirect	Vertical Slant	TE Curl		

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Outside Read	Clear Curl	WR Screen	PA Post	Hitches
Weak Sweep	Strong Fake Rocket Post		Rocket Comeback	

[illegible]

TE Seam | Center Draw | PA Dig | Bounce Outside | HB Option
Sweep Left | PA TE Drag | HB Counter Left | PA TE Cross | G Lead Right

[illegible]

QB Take Knee | QB Spike Ball

[illegible]

Field Goal | Field Goal Pass | Fake Punt Pass | Fake Punt Bootleg | Punt
Field Goal Screen Pass | Field Goal Run

[illegible]

FB Trap | Quick Fade | HB Center Blast | Left Screen | FB Dive
Toss Right | QB Bootleg | TE Flat | FB Lead

DEFENSE

NICKEL ODD

Press 2 Deep | Double Shoot Man 1 | Base Man | Outside Fire Man 1 | Off Man 2 Deep
Double Fire Man Off | Outside Fire 3 Deep | Prevent 3 Deep | Double Shoot | Press Fire Man 1

[illegible]

Middle Stunt Press | Middle Dog Sky 3 | Base | Middle Fire Press | Base Cover 2
Inside Joker Sky 3 | Dog Press | Inside Blitz Man 1 | Tight Man 2 Deep | Middle Stunt Man 1

[illegible]

Tight Man 2 Deep | Double Shoot 3 Deep | Base Man 2 | Outside Fire 1 Deep | Base Man Off
Double Shoot Man 1 | Press 2 Deep | Double Shoot Press 1 | Middle Blitz | Outside Dog Man 1

DIME

Base Cover 3 | Inside Fire Sky 3 | Base 2 Deep | Inside Fire Press | Safe Cover 2
Middle Dog Soft | Inside Fire Soft | Middle Stunt | Prevent | Inside Fire

NICKEL

Cover 2 | Inside Fire Sky 3 Man 2 | Middle Twist Zone | Base Cover 2
Inside Fire Man 1 | Middle Twist Man 1 | Hatchet Man | Safe Coverage Middle Twist Press

GOAL LINE

Press Fire | Weak Fire | Base | All Fire Press | Middle Joker
Middle Twist | Strong Fire | Middle Joker Press | Zone | Middle Fire

SPECIAL

Punt Block | Left Punt Return | Middle Punt Return | Right Punt Return | FG Block

SEGA™ SPORTS

NFL 2K

SEATTLE SEAHAWKS

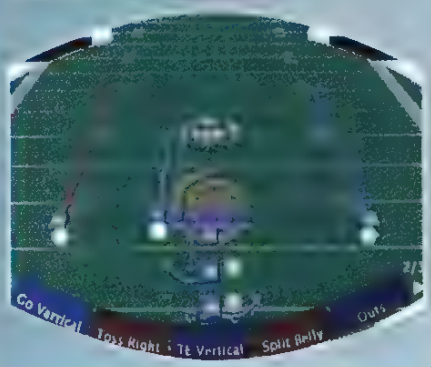
BY THE NUMBERS

Offense	67
Defense	92
Overall	79

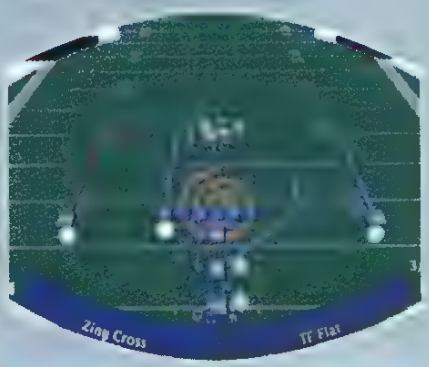
UNIQUE PLAYS

I FORM

GO VERTICAL

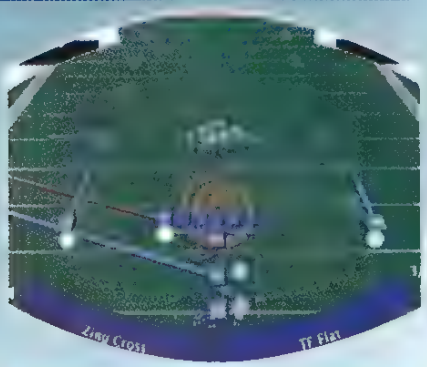


ZING CROSS

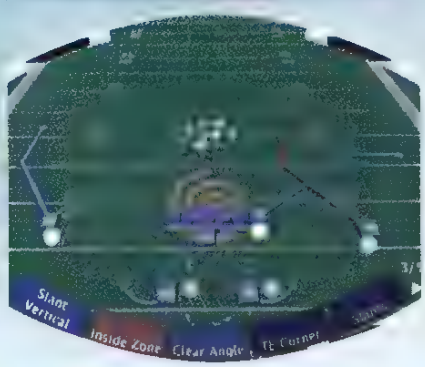


PRO SET

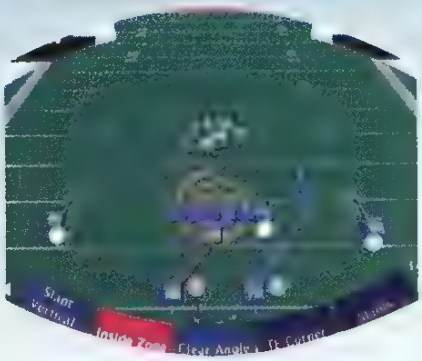
TE FLAT



SLANT VERTICAL

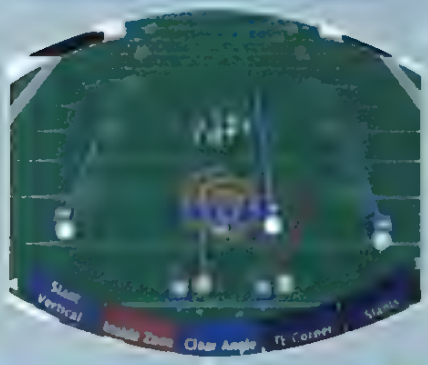


INSIDE ZONE



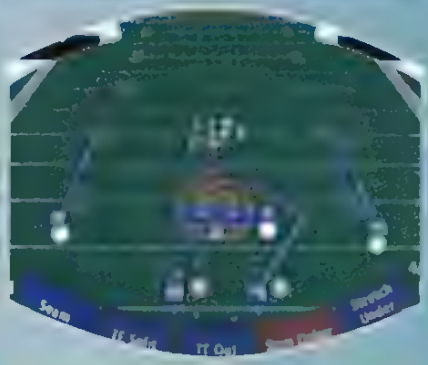
THIS RUN UP THE GUT [illegible] YOU NEED [illegible] BOUNCE THIS ONE OUTSIDE.

CLEAR ANGLE



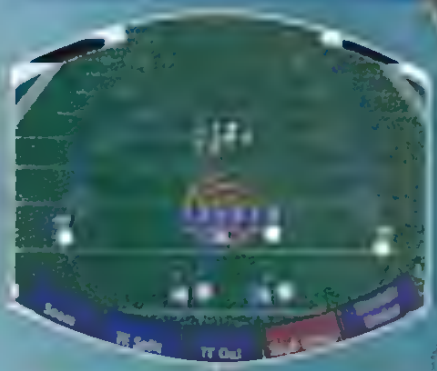
THIS SHORT PASS PLAY TO THE FULLBACK WORKS WHEN YOU ONLY NEED A COUPLE OF YARDS HE FIRST DOWN. GET THE BALL TO THE FULL- R HE MAKES HIS CUT BACK ACROSS THE , AND LEAD HIM (ANALOG STICK UP AND TO FOR THE BIG COMPLETION.

SEAM

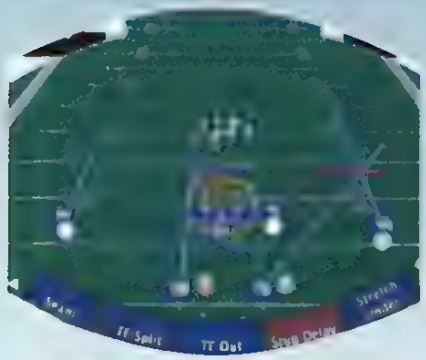


BUSTER WAIT FOR T THEN DELIVER THE BALL DEEP (ANALOG STICK IF THE TIGHT END CAN BREAK THE FIRST TACKLER HE'LL BE ABLE TO PICK UP A LOT OF YARDAGE.

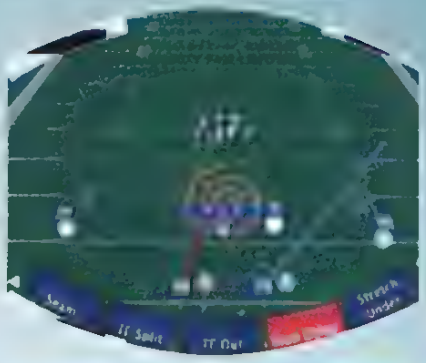
TE SPLIT



TE OUT



STUN DELAY



THE HOLE OPENS UP BETWEEN THE TACKLE AND

SEAHAWKS

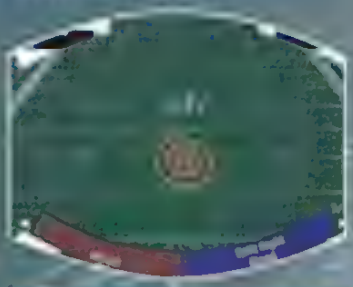
Seahawks

SEGA™ SPORTS

NFL 2K

STRETCH UNDER

SPLIT RIGHT FLOOD



THE PLAYBOOK

OFFENSE

TRIPS

WR Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
WR Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Go Vertical	Toss Right	TE Vertical	Split Belly	Outs
Zing Cross	TE Flat			

PROSET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
Slant Vertical	Inside Zone	Clear Angle	TE Corner	Slants
Seam	TE Split	TE Out	Stun Delay	Stretch Under
Split Right Flood				

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

[illegible]

TE Seam | Center Draw | PA Dig | Bounce Outside | HB Option
Sweep Left | PA TE Drag | HB Counter Left | PA TE Cross | G Lead Right

CLOCK

QB Take Knee | QB Spike Ball

SPECIAL

Field Goal | Field Goal Pass | Fake Punt Pass | Fake Punt Bootleg | Punt
Field Goal Screen Pass | Field Goal Run

GOAL LINE

FB Trap | Quick Fade | HB Center Blast | Left Screen | FB Dive
Toss Right | QB Bootleg | TE Flat | FB Lead

DEFENSE

NICKEL ODD

Press 2 Deep | Double Shoot Man 1 | Base Man | Outside Fire Man 1 | Off Man 2 Deep
Double Fire Man Off | Outside Fire 3 Deep | Prevent 3 Deep | Double Shoot | Press Fire Man 1

4-4

Middle Stunt Press | Middle Dog Sky 3 | Base | Middle Fire Press | Base Cover 2
Inside Joker Sky 3 | Dog Press | Inside Blitz Man 1 | Tight Man 2 Deep | Middle Stunt Man 1

3-4

Tight Man 2 Deep | Double Shoot 3 Deep | Base Man 2 | Outside Fire 1 Deep | Base Man Off
Double Shoot Man 1 | Press 2 Deep | Double Shoot Press 1 | Middle Blitz | Outside Dog Man 1

DIME

Base Cover 3 | Inside Fire Sky 3 | Base 2 Deep | Inside Fire Press | Safe Cover 2
Middle Dog Soft | Inside Fire Soft | Middle Stunt | Prevent | Inside Fire

NICKEL

Cover 2 | Inside Fire Sky 3 Man 2 | Middle Twist Zone | Base Cover 2
Inside Fire Man 1 | Middle Twist Man 1 | Hatchet Man | Safe Coverage Middle Twist Press

GOAL LINE

Press Fire | Weak Fire | Base | All Fire Press | Middle Joker
Middle Twist | Strong Fire | Middle Joker Press | Zone | Middle Fire

SPECIAL

Punt Block | Left Punt Return | Middle Punt Return | Right Punt Return | FG Block

SEGA™ SPORTS

NFL 2K

PITTSBURGH STEELERS

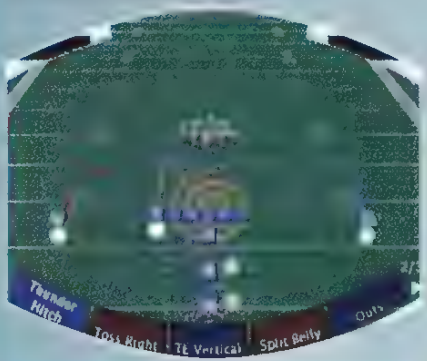
BY THE NUMBERS

Offense	67
Defense	91
Overall	78

UNIQUE PLAYS

I FORM

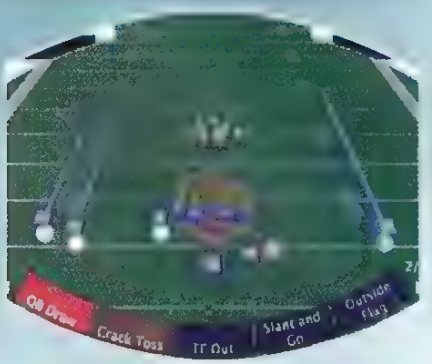
THUNDER HITCH



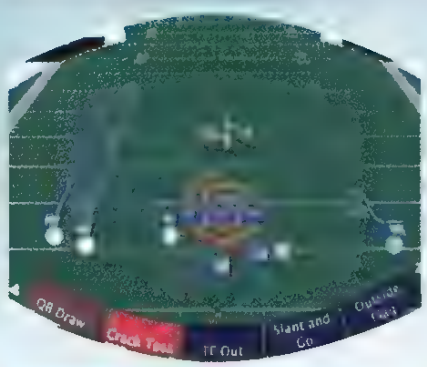
ZING DIVE

SHOTGUN

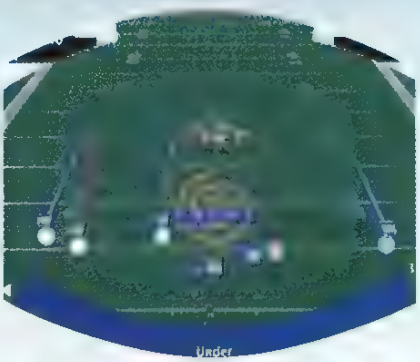
QB DRAW



CRACK TOSS



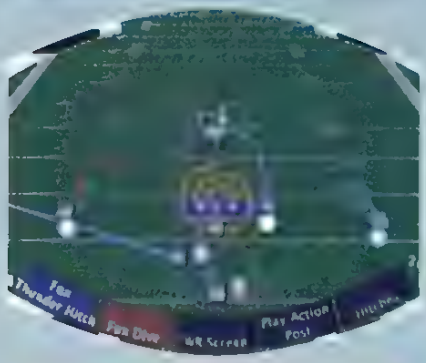
UNDER



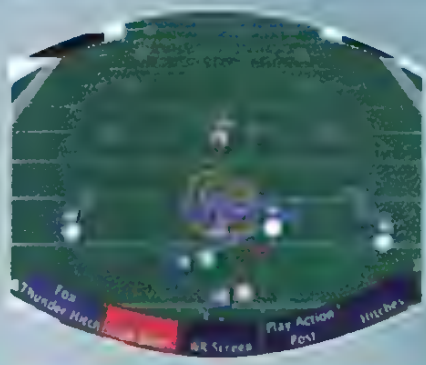
FADE THE [illegible] PLAY [illegible] FOR A BIG GAIN.

WEAK I

FOX THUNDER HITCH

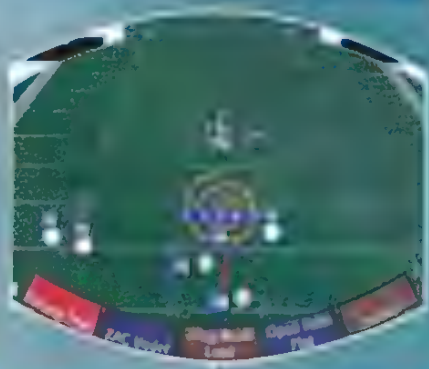


FOX DIVE

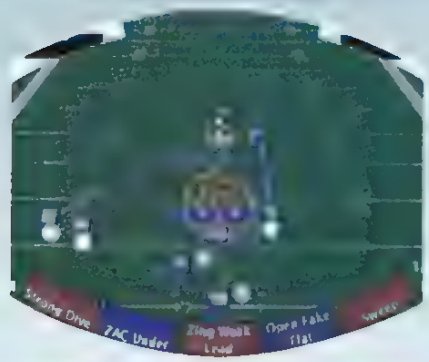


THE HALFBACK HAS A TON OF BLOCKERS ON THIS RUN PLAY OFF THE RIGHT SIDE OF THE LINE. FOLLOW YOUR BLOCKERS AND GET UPFIELD. IF THE HOLE ISN'T INSIDE, TAKE IT ALL THE WAY OUTSIDE OF THE TIGHT END. THE BLOCK BY THE WIDE RECEIVER IS KEY. IF THE HALFBACK CAN GET PAST THE CORNERBACK YOU CAN GET A LOT OF YARDAGE ON THIS RUNNING PLAY.

STRONG DIVE

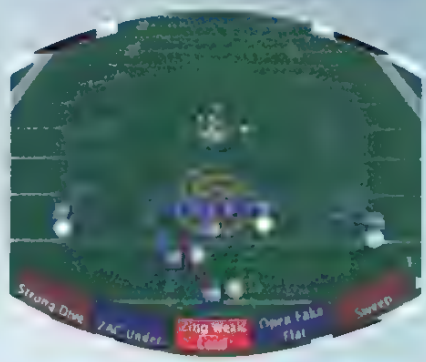


ZAC UNDER



ATTERN. IF THE MIDDLE IS TOO CROWDED, NG THE TIGHT END RUNNING THE DEEP PATTERN.

ZING WEAK LEAD



RUN BETWEEN THE BLOCKS THROWN BY THE TACKLE AND THE FULLBACK ON THIS RUNNING PLAY. GET UPFIELD QUICKLY TO GAIN MORE THAN A COUPLE OF YARDS.

SEGA™ SPORTS

NFL 2K

OPEN FAKE FLAT

SWEEP

THE PLAYBOOK

OFFENSE

TRIPS

W Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
TE Middle Cross				

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Fly Routes				

I-FORM

Deep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Thunder Hitch	Toss Right	TE Vertical	Split Belly	Outs
Zing Dive				

PRO SET

FB Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
QB Draw	Crack Toss	TE Out	Slant and Go	Outside Flag
Under				

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
Fox Thunder Hitch	Fox Dive	WR Screen	PA Post	Hitches
Strong Dive	ZAC Under	Zing Weak Lead	Open Fake Flat	Sweep

[illegible]

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

[illegible]

QB Take Knee	QB Spike Ball

[illegible]

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA™ SPORTS

NFL 2K

TENNESSEE TITANS

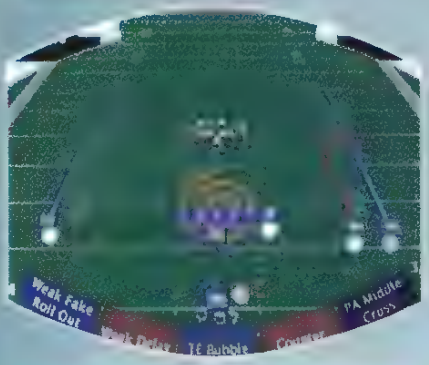
BY THE NUMBERS

Offense	74
Defense	88
Overall	84

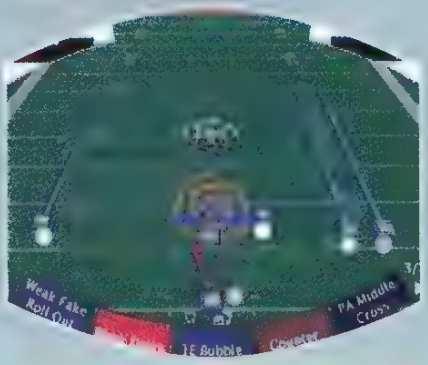
UNIQUE PLAYS

TRIPS

WEAK FAKE ROLL OUT

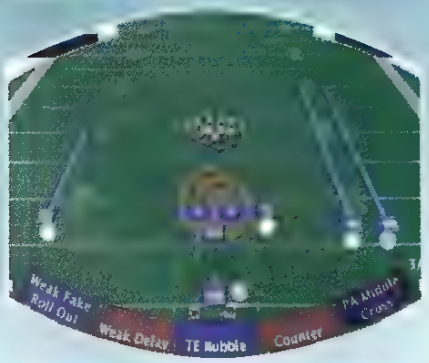


WEAK DELAY

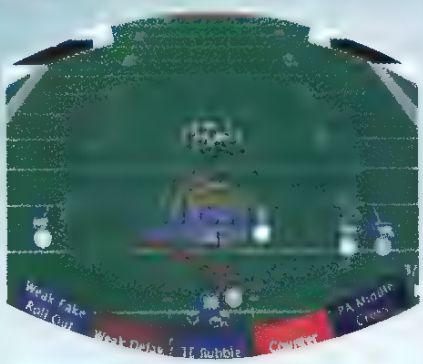


SPREAD

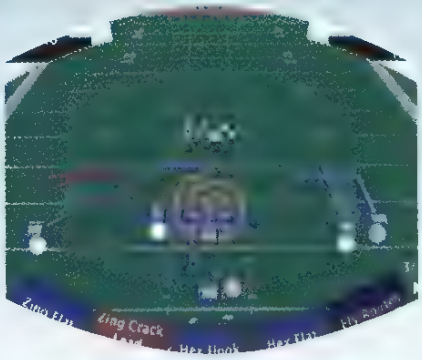
TE BUBBLE



COUNTER



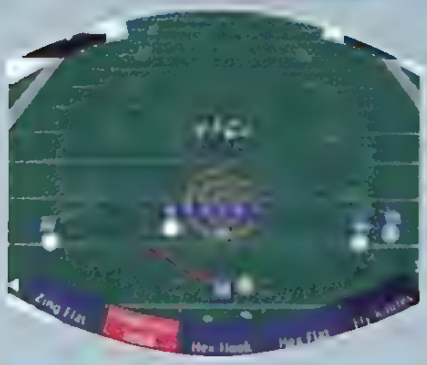
ZING FLAT



ON THE PLAY, [illegible] AS A PULLING GUARD AND [illegible] ON THE PASS PLAY FLAT [illegible]

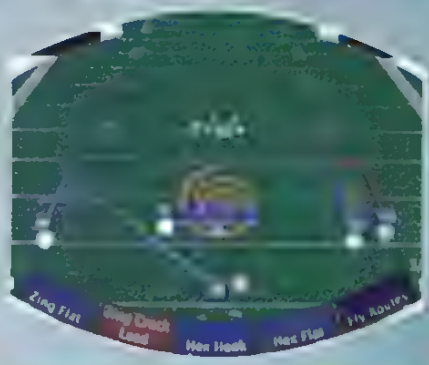
THE RIGHT HALF OF THE [illegible] JAMMED UP ON THIS PLAY [illegible] IN SOLO [illegible] AND TO A [illegible] COVERAGE ON THIS PASS PLAY.

ZING CRACK LEAD



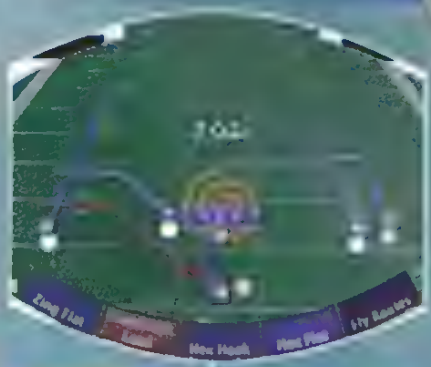
THE LEFT TACKLE PULLS TO LEAD THE BLOCKING ON THIS RUN OUTSIDE. IF THE WIDE-OUT CAN HOLD HIS BLOCK, YOU CAN SPRING THIS PLAY FOR A LOT MORE YARDAGE.

HEX HOOK



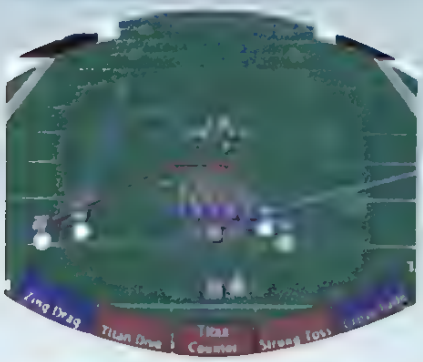
THIS QUICK HOOK WORKS WELL AGAINST DEFENSE WHERE THE CORNERBACKS ARE PLAYING OFF THE LINE OF SCRIMMAGE. IF THE DEFENSE IS PLAYING TIGHT, THROW QUICKLY, LEADING THE RECEIVER DEEP (ANALOG STICK UP) TO COMPLETE THE PASS.

HEX FLAT



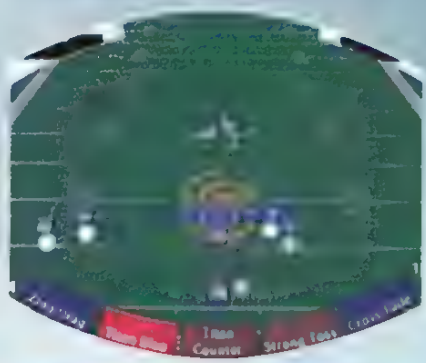
ACE

ZING DRAG



WAIT FOR THE PRIMARY RECEIVER TO MAKE IT TO THE LEFT HASH MARK BEFORE PASSING HIM THE BALL. LEAD HIM (ANALOG STICK RIGHT) TO COMPLETE THE PASS IN STRIDE.

TITAN DIVE



YOU'VE GOT TWO TIGHT ENDS TO BLOCK FOR YOU ON THIS PLAY. USE THEM, AND YOU SHOULD BE ABLE TO GAIN A LOT OF YARDAGE ON THIS RUN PLAY.

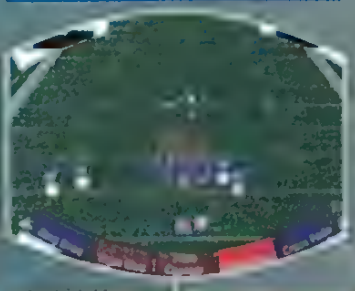
SEGA™ SPORTS

NFL 2K

TITAN COUNTER

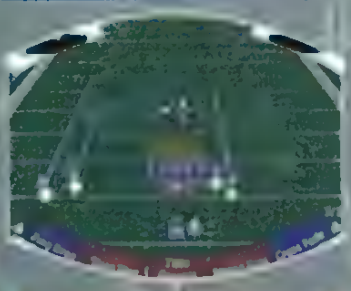
THE LEFT TACKLE, AND THE TIGHT ENDS BLOCK FOR YOU ON THIS PLAY. WAIT FOR THE BLOCKERS TO LINE UP AND THEN GET UPFIELD IN A HURRY. YOU SHOULD BE ABLE TO GAIN 3–5 YARDS ON THIS RUN PLAY TO THE OUTSIDE.

STRONG TOSS



USE THE TWO TIGHT ENDS AS YOUR PRIMARY BLOCKERS ON THIS TOSS PLAY TO THE OUTSIDE. DON'T SPEND A LOT OF TIME RUNNING LEFT TO RIGHT. GET RUNNING UPFIELD TO GAIN THE MOST YARDAGE.

CROSS FADE



ONE ELSE RUNNING DEEP ROUTES, THE LITTLE DUMP PASS TO THE TIGHT END MIGHT CATCH THE DEFENSE OFF GUARD. WAIT FOR A FEW SECONDS BEFORE PASSING THE BALL. WHEN THE TIGHT END MAKES THE CATCH, TURN UPFIELD.

THE PLAYBOOK

OFFENSE

TRIPS

PA Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
HB Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
Weak Fake Roll Out	Weak Delay	TE Bubble	Counter	PA Middle Cross

SPREAD

Outside Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
Inside Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
Zing Flat	Zing Crack Lead	Hex Hook	Hex Flat	Fly Routes

I FORM

Weep Slants	HB Follow	HB Check	Counter	Roll Screen Right
Toss Right	TE Vertical	Split Belly	Outs	

PRO SET

FB Blast	Deep Cross	Swoop Right	HB Swing	HB Counter
Draw	Quick Outs	G Lead	PA Flag	FB Off Center
TE Corner	Slants			

SHOTGUN

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
TE Out	Slant and Go	Outside Flag		

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
Deep Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Swoop	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ALL

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Swoop Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right
Zing Drag	Titan Drive	Titan Counter	Strong Toss	Cross Fade

[illegible]

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen Pass	Field Goal Run			

GOAL LINE

FB Trap	Quick Fade	HB Corner Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

SEGA SPORTS

NFL 2K

MINNESOTA VIKINGS

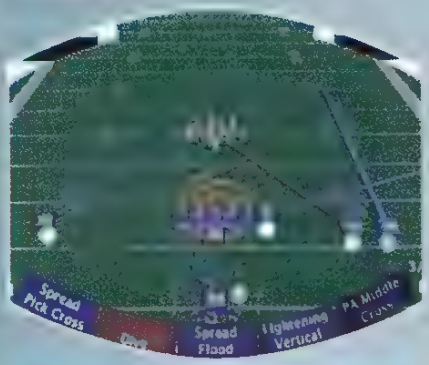
BY THE NUMBERS

Offense	100
Defense	92
Overall	94

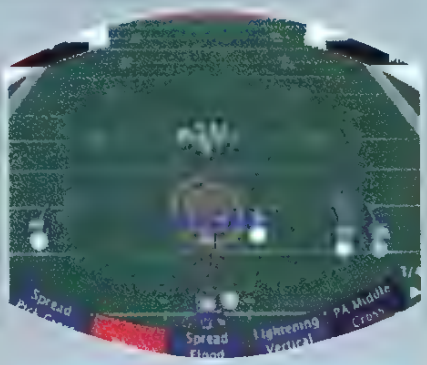
UNIQUE PLAYS

TRIPS

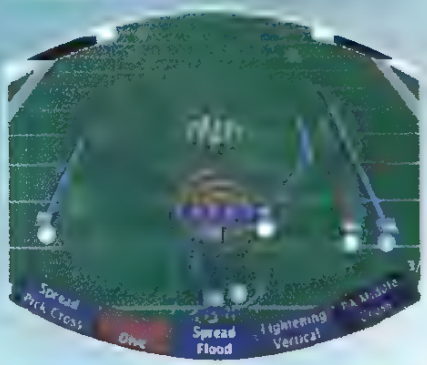
SPREAD PICK CROSS



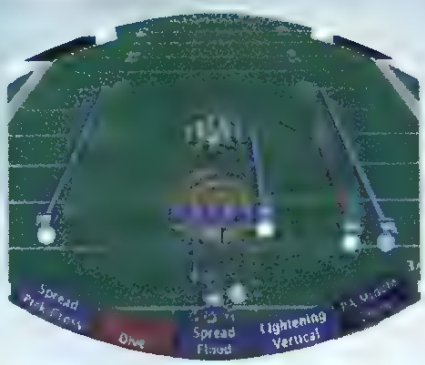
DIVE



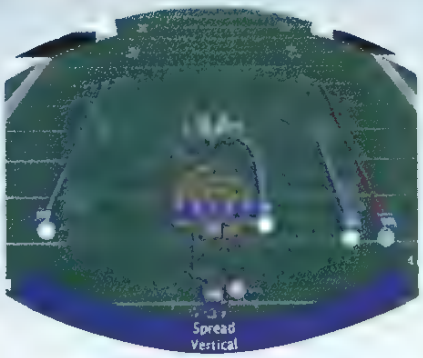
SPREAD FLOOD



LIGHTNING VERTICAL

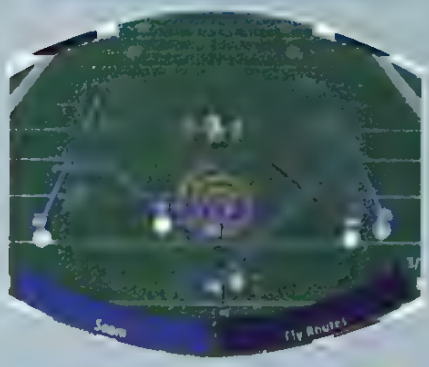


SPREAD VERTICAL



SPREAD

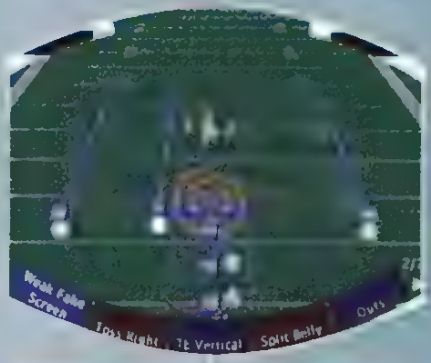
SEAM



THIS PATTERN, WAIT FOR THE SLOT RECEIVER TO UPFIELD. THROW THE BALL DEEP (ANALOG CATCH YOUR RECEIVER IN STRIDE FOR RDS AFTER THE COMPLETION.

I FORM

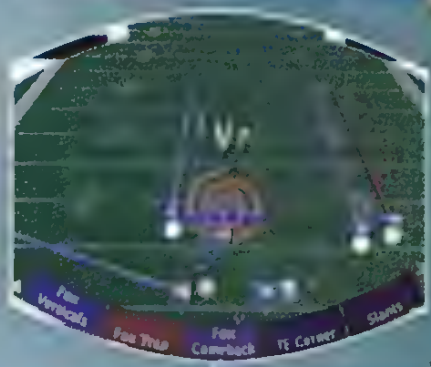
WEAK FAKE SCREEN



THE THREE RECEIVERS RUNNING DEEP ON THIS PLAY SHOULD CLEAR THE DEFENDERS, LEAVING THE FIELD WIDE OPEN FOR THIS SCREEN TO THE HALFBACK. ONCE HE GETS THE BALL, TURN HIM UPFIELD TO GAIN EXTRA YARDAGE.

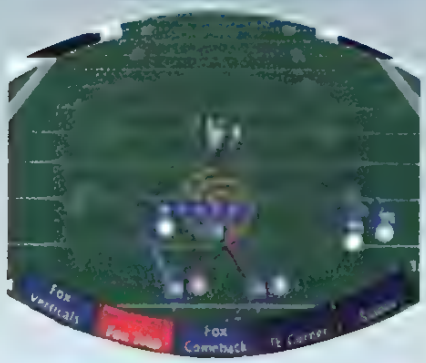
PRO SET

FOX VERTICALS



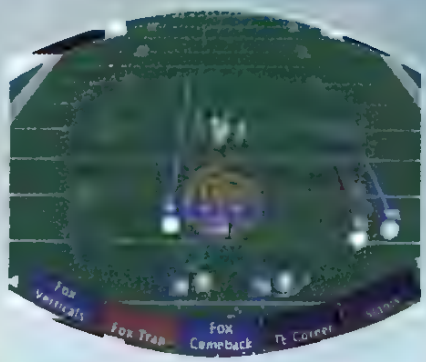
IF THE DEEP RECEIVERS ARE ALL COVERED ON THIS PLAY, THE HALFBACK IN THE FLAT IS A GOOD ALTERNATIVE. LEAD HIM (ANALOG STICK UP AND TO THE LEFT) SO HE CATCHES THE BALL IN STRIDE AND CAN GET A GOOD RAC (RUN AFTER CATCH).

FOX TRAP



IN THE GUARD AND THE CENTER. GET TO THE AS QUICKLY AS YOU CAN. IF THEY CAN OPEN

FOX COMEBACK



AGAINST DEFENSES WHERE THE CORNERBACKS ARE PLAYING SOFT, THIS PLAY WILL DO WELL. HIT THE PRIMARY RECEIVER JUST AS HE TURNS TO FACE THE QB. IF YOU CAN MAKE THE FIRST TACKLER MISS, YOU CAN GET UPFIELD FOR A BIGGER GAIN.

SHOTGUN

FADER

THE QB DROPS BACK DEEP ON THIS PLAY. WAIT FOR THE PRIMARY WIDE-OUT TO GET DEEP BEFORE THROWING THE BALL. LEAD THE RECEIVER DEEP AWAY FROM THE DEFENDERS (ANALOG STICK UP AND EITHER TO THE LEFT OR RIGHT). THIS PLAY SHOULD GET YOU A BUNCH OF YARDS.

SEGA™ SPORTS

NFL 2K

THE PLAYBOOK

OFFENSE

[illegible]

[illegible] Sideline Sprint	HB Draw	HB Screen Left	Off Tackle Left	Inside Slant
[illegible] Trap	TE Cross	HB Toss Left	Outside Hitch	End Around
[illegible] Pick Cross	Dive	Spread Flood	Lightning Vertical	PA Middle Cross
[illegible] Vertical				

[illegible]

[illegible] Post	HB Screen	Middle Delay	Cross Middle	Pitch Left
[illegible] Post	Off Tackle	Deep Outs	Wide Right	Quick Screen
[illegible]	Fly Routes			

[illegible]

[illegible] Slants	HB Follow	HB Check	Counter	Roll Screen Right
[illegible] Fake Screen	Toss Right	TE Vertical	Split Belly	Outs

[illegible]

[illegible] Blast	Deep Cross	Sweep Right	HB Swing	HB Counter
[illegible]	Quick Outs	G Lead	PA Flag	FB Off Center
Fox Verticals	Fox Trap	Fox Comeback	TE Corner	Slants

[illegible]

Inside Corner	Middle Draw	All Streak	G Lead Left	Comeback
[illegible]	TE Out	Slant and Go	Outside Flag	

PRO SLOT

Inside Zone	Inside Curl	FB Lead Toss	Deep Out	FB Middle Attack
[illegible] Corner	Quick Hitches	Over Tackle	Split Fade	Inside Seam
Near Comeback				

STRONG I

Stop and Go	Middle Screen	HB Gut	FB Screen	FB Outside
Vertical Slant	TE Curl			

QUADS

Cross Route	Outside Blast	Deep Post	HB Delay	Screen
Inside Outs	The Bomb	Curls		

WEAK I

Strong Lead	FB Flat	FB Lead Sweep	TE Screen	Counter Right
WR Screen	PA Post	Hitches		

ACE

TE Seam	Center Draw	PA Dig	Bounce Outside	HB Option
Sweep Left	PA TE Drag	HB Counter Left	PA TE Cross	G Lead Right

CLOCK

QB Take Knee	QB Spike Ball

SPECIAL

Field Goal	Field Goal Pass	Fake Punt Pass	Fake Punt Bootleg	Punt
Field Goal Screen	Pass	Field Goal Run		

GOAL LINE

FB Trap	Quick Fade	HB Center Blast	Left Screen	FB Dive
Toss Right	QB Bootleg	TE Flat	FB Lead	

DEFENSE

NICKEL ODD

Press 2 Deep	Double Shoot Man 1	Base Man	Outside Fire Man 1	Off Man 2 Deep
Double Fire Man Off	Outside Fire 3 Deep	Prevent 3 Deep	Double Shoot	Press Fire Man 1

4-3

Middle Stunt Press	Middle Dog Sky 3	Base	Middle Fire Press	Base Cover 2
Inside Joker Sky 3	Dog Press	Inside Blitz Man 1	Tight Man 2 Deep	Middle Stunt Man 1

3-4

Tight Man 2 Deep	Double Shoot 3 Deep	Base Man 2	Outside Fire 1 Deep	Base Man Off
Double Shoot Man 1	Press 2 Deep	Double Shoot Press 1	Middle Blitz	Outside Dog Man 1

DIME

Base Cover 3	Inside Fire Sky 3	Base 2 Deep	Inside Fire Press	Safe Cover 2
Middle Dog Soft	Inside Fire Soft	Middle Stunt	Prevent	Inside Fire

NICKEL

Cover 2	Inside Fire Sky 3	Man 2	Middle Twist Zone	Base Cover 2
Inside Fire Man 1	Middle Twist Man 1	Hatchet Man	Safe Coverage	Middle Twist Press

GOAL LINE

Press Fire	Weak Fire	Base	All Fire Press	Middle Joker
Middle Twist	Strong Fire	Middle Joker Press	Zone	Middle Fire

SPECIAL

Punt Block	Left Punt Return	Middle Punt Return	Right Punt Return	FG Block

49ERS

NAME	NUMBER	POSITION	RATING
C. DALMAN	67	C	85
H. BARTON	79	C	76
J. NEWBERRY	62	C	75
D. WALKER	38	DB	87
R. MCQUARTERS	21	DB	79
M. HANKS	36	DB	93
T. MCDONALD	46	DB	82
M. MCMILLIAN	29	DB	77
L. SCHULTERS	30	DB	76
Z. BRONSON	31	DB	77
A. NINERS CB	26	DB	68
C. HALEY	98	DE	49
D. RICHIE	93	DE	66
B. BUCKNER	99	DE	66
A. NINERS DE	52	DE	66
M. WASHINGTON	95	DE	65
J. POSEY	96	DE	63
J. BRYANT	90	DT	82
G. WILKINS	64	DT	66
B. YOUNG	97	DT	94
A. NINERS DT	92	DT	77
A. RUBIO	91	DT	61
S. BONHAM	78	DT	60
R. BROWN	65	G	92
D. FIORE	74	G	85
P. OSTROWSKI	69	G	84
A. NINERS K	7	K	63
K. NORTON JR.	51	LB	87
L. WOODALL	54	LB	91
W. TUBBS	55	LB	84
A. PETERSON	50	LB	68
R. GIVENS	59	LB	64
A. NINERS LB	53	LB	53
S. EDGE	10	P	74
S. YOUNG	8	QB	100
J. GARCIA	5	QB	65
S. STENSTROM	18	QB	64
J. DRUCKENMILLER	14	QB	61
L. PHILLIPS	33	RB	70
T. VARDELL	44	RB	70
G. HEARST	20	RB	89
C. GARDNER	32	RB	66
T. JERVEY	27	RB	60
A. NINERS RB	22	RB	68
D. DEESE	63	T	88
C. RUHMAN	71	T	83
A. NINERS T	66	T	74
G. CLARK	85	TE	78
C. FANN	86	TE	71
J. RICE	80	WR	93
T. OWENS	81	WR	97
J. STOKES	83	WR	87
M. HARRIS	88	WR	73
A. NINERS WR	19	WR	65

BEARS

NAME	NUMBER	POSITION	RATING
C. WIEGMANN	60	C	69
O. KREUTZ	57	C	66
T. COUSIN	21	DB	79
W. HARRIS	27	DB	88
T. PARRISH	37	DB	81
T. CARTER	26	DB	77
R. AUSTIN	36	DB	66
R. BELL	30	DB	69
C. HUDSON	35	DB	77
R. COOK	28	DB	69
K. SERWANGA	31	DB	64
R. SMITH	44	DB	69
C. SIMMONS	96	DE	74
B. ROBINSON	98	DE	67
J. DUFF	91	DE	68
M. WELLS	97	DT	86
J. FLANIGAN	99	DT	87
A. DT	90	DT	72
T. PERRY	75	G	77
C. VILLARRIAL	58	G	76
J. WISNE	72	G	60
J. JAEGER	1	K	66
R. MCDONALD	54	LB	82
A. COLLINS	52	LB	80
B. MINTER	92	LB	82
S. HARRIS	55	LB	80
A. LB	50	LB	67
J. SCHWANTZ	59	LB	74
K. BURNS	56	LB	69
T. SAUERBRUN	16	P	74
A. QB	8	QB	71
J. MILLER	14	QB	52
M. MORENO	4	QB	49
C. ENIS	39	RB	76
T. HALLOCK	49	RB	69
R. CHANCEY	38	RB	69
G. MILBURN	24	RB	71
J. ALLEN	20	RB	64
E. BENNETT	32	RB	61
J. AZUMAH	25	RB	57
B. BROCKERMEYER	78	T	76
J. WILLIAMS	71	T	90
J. HERNDON	74	T	66
A. HERNANDEZ	77	T	58
A. MAYES	85	TE	71
R. WETNIGHT	89	TE	70
J. ALLRED	84	TE	54
C. CONWAY	80	WR	89
B. ENGRAM	81	WR	83
C. PENN	86	WR	76
D. BATES	82	WR	76
M. BROOKS	10	WR	75
M. ROBINSON	83	WR	73
S. SANFORD	87	WR	56

BENGALS

NAME	NUMBER	POSITION	RATING
R. BRAHAM	74	C	76
R. PAYNE	64	C	62
A. HAWKINS	27	DB	85
A. CB	25	DB	76
G. MYERS	31	DB	76
C. SAWYER	23	DB	90
M. BELL	40	DB	68
T. MACK	34	DB	74
C. HALL	26	DB	70
R. BLACKMON	37	DB	71
T. RANDOLPH	20	DB	69
J. LANGFORD	94	DE	67
M. BANKSTON	90	DE	86
A. PURVIS	97	DE	66
J. COPELAND	92	DE	60
O. GIBSON	98	DT	71
K. VON OELHOFFEN	67	DT	72
K. GREGG	93	DT	69
D. BROOMFIELD	96	DT	63
M. O'DWYER	72	G	84
B. DEMARCO	73	G	90
M. GOFF	63	G	90
T. COATS	61	G	62
D. PELFREY	9	K	74
R. WILSON	55	LB	80
J. FRANCIS	50	LB	76
T. SPIKES	51	LB	88
B. SIMMONS	56	LB	83
S. FOLEY	95	LB	65
A. ROSS	57	LB	66
T. TUMULTY	53	LB	64
B. COSTELLO	6	P	65
J. BLAKE	8	QB	81
A. SMITH	11	QB	75
S. COVINGTON	4	QB	50
C. DILLON	28	RB	83
B. MILNE	44	RB	71
N. WILLIAMS	30	RB	70
K. CARTER	32	RB	58
M. BASNIGHT	38	RB	67
C. GROCE	46	RB	61
K. SARGENT	77	T	76
W. ANDERSON	71	T	76
R. JONES	60	T	62
T. MCGEE	82	TE	82
M. BATTAGLIA	89	TE	57
S. BUSH	52	TE	52
C. PICKENS	81	WR	93
D. SCOTT	86	WR	87
J. HUNDON	85	WR	73
S. WILLIAMS	87	WR	69
W. JACKSON	80	WR	73
T. BOYD	19	WR	67
A. WR	84	WR	65

BILLS

NAME	NUMBER	POSITION	RATING
D. ZEIGLER	61	C	89
B. CONATY	63	C	70
D. GREER	25	DB	75
K. IRVIN	27	DB	77
K. SCHULZ	24	DB	83
H. JONES	20	DB	83
T. SMITH	28	DB	75
E. MARTIN	21	DB	75
A. WINFIELD	26	DB	74
A. HATCHER	41	DB	69
E. SMEDLEY	40	DB	64
D. PORTER	22	DB	62
B. SMITH	78	DE	92
P. HANSEN	90	DE	86
S. PRICE	91	DE	71
M. WILEY	75	DE	71
T. WASHINGTON	92	DT	91
S. MORAN	98	DT	65
P. WILLIAMS	93	DT	65
R. BROWN	79	G	98
J. PANOS	72	G	87
J. NAILS	74	G	81
A. G	66	G	76
E. ALBRIGHT	76	G	66
S. CHRISTIE	2	K	80
G. NORTHERN	99	LB	77
S. ROGERS	59	LB	84
S. COWART	56	LB	88
J. HOLECEK	52	LB	76
J. FOREMAN	55	LB	68
M. PERRY	58	LB	74
A. LB	53	LB	66
D. BRANDENBURG	96	LB	67
J. CUMMINGS	51	LB	65
C. MOHR	9	LB	75
D. FLUTIE	7	QB	87
R. JOHNSON	11	QB	78
A. VAN PELT	10	QB	51
A. SMITH	23	RB	78
S. GASH	33	RB	72
J. LINTON	35	RB	68
A. RB	38	RB	66
T. THOMAS	34	RB	63
J. FINA	70	T	85
J. OSTROSKI	60	T	84
R. HICKS	77	T	78
J. RIEMERSMA	85	TE	87
S. JACKSON	88	TE	63
A. TE	84	TE	59
E. MOULDS	80	WR	92
A. REED	83	WR	85
A. WR	81	WR	73
K. WILLIAMS	82	WR	73
K. LOUD	89	WR	72

BRONCOS

NAME	NUMBER	POSITION	RATING
T. NALEN	66	C	99
C. SHIVER	72	C	79
K. JONES	60	C	72
D. CARTER	40	DB	98
R. CROCKETT	39	DB	93
T. PAUL	28	DB	83
T. BRAXTON	34	DB	89
D. JOHNSON	25	DB	78
E. BROWN	26	DB	76
G. COGHILL	48	DB	72
T. JAMES	20	DB	71
C. WATSON	21	DB	68
A. CB	41	DB	59
A. WILLIAMS	91	DE	86
M. TANUVASA	98	DE	87
N. SMITH	90	DE	73
A. DE	52	DE	71
M. REAGOR	99	DE	69
M. HASSELBACH	96	DE	67
T. PRYCE	93	DT	84
K. TRAYLOR	94	DT	74
M. LODISH	97	DT	64
M. SCHLERETH	69	G	97
D. NEIL	62	G	89
C. BANKS	79	G	80
D. DIAZ-INFANTE	63	G	78
J. ELAM	1	K	93
B. ROMANOWSKI	53	LB	86
J. MOBLEY	51	LB	92
G. CADREZ	59	LB	88
A. LB	56	LB	74
S. RUSS	58	LB	70
T. ROUEN	16	P	89
B. BRISTER	6	QB	79
C. MILLER	12	QB	73
B. GRIESE	14	QB	61
T. DAVIS	30	RB	94
H. GRIFFITH	29	RB	72
A. LYNN	37	RB	68
D. SMITH	42	RB	65
D. LOVILLE	31	RB	57
T. JONES	77	T	88
T. BERTI	76	T	84
T. TEAGUE	70	T	75
M. LEPSIS	78	T	76
S. SHARPE	84	TE	98
D. CARSWELL	89	TE	72
B. CHAMBERLAIN	86	TE	67
R. SMITH	80	WR	92
E. MCCAFFREY	87	WR	91
M. NASH	82	WR	77
C. DOERING	19	WR	73
A. WR	81	WR	65
A. WR	83	WR	56

BROWNS

NAME	NUMBER	POSITION	RATING
D WOHLABAUGH	64	C	86
S GORDON	61	C	75
M POPE	23	DB	78
C. FULLER	24	DB	85
M. FORBES	47	DB	81
G. WILLIAMS	36	DB	68
R. JACKSON	31	DB	68
D. BUTLER	30	DB	68
A. LANGHAM	38	DB	76
M. SMITH	32	DB	67
T. MCTYER	22	DB	70
K. DEVINE	26	DB	68
K. BLACKWELL	28	DB	65
R. BARKER	92	DE	90
D. ALEXANDER	94	DE	86
R. MANUEL	96	DE	62
J. BALL	93	DT	75
A. DT	60	DT	68
J. JURKOVIC	67	DT	69
H. MCCORMACK	99	DT	67
D. HOLLAND	66	DT	65
J. PYNE	71	G	84
B. CAVIL	63	G	74
O. BOBO	74	G	75
P. DAWSON	4	K	65
C. SPIELMAN	54	LB	87
J. THIERRY	53	LB	74
J. MILLER	95	LB	91
A. LB	55	LB	77
K. OGLE	59	LB	63
T. SALEH	40	LB	67
L. JONES	51	LB	66
J. KYLE	57	LB	63
C. GARDOCKI	17	P	91
T. DETMER	11	QB	77
T. COUCH	2	QB	76
J. DUTTON	8	QB	49
T. KIRBY	42	RB	72
M. EDWARDS	44	RB	72
M. BLAIR	27	RB	69
S. SHAW	25	RB	67
P. WILLIAMS	39	RB	62
A. RB	43	RB	58
L. BROWN	75	T	93
O. BROWN	77	T	75
S. REHBERG	79	T	73
I. SMITH	82	TE	82
A. LAING	86	TE	57
L. SHEPARD	87	WR	84
K. JOHNSON	85	WR	79
D. GIBSON	81	WR	74
J. ROSS	89	WR	70
A. WR	84	WR	64
A. WR	83	WR	60

BUCCANEERS

NAME	NUMBER	POSITION	RATING
T. MAYBERRY	61	C	100
T. WASHINGTON	75	C	60
B. KELLY	25	DB	74
R. BARBER	20	DB	81
S. SMITH	29	DB	80
J. LYNCH	47	DB	86
F. YOUNG	31	DB	73
D. ABRAHAM	21	DB	71
E. VANCE	33	DB	71
D. ROBINSON	24	DB	70
A. BUCS CB	35	DB	60
R. UPSHAW	91	DE	84
C. AHANOTU	72	DE	74
T. JACKSON	97	DE	69
S. WHITE	94	DE	64
W. SAPP	99	DT	96
B. CULPEPPER	77	DT	89
A. BUCS DT	95	DT	80
A BUCS DT	93	DT	67
M. JONES	78	DT	58
J. CANNIDA	98	DT	56
J. DIAZ	64	G	88
F. MIDDLETON	73	G	86
A. BUCS G	76	G	58
A. BUCS K	1	K	79
D. BROOKS	55	LB	94
J. GOOCH	50	LB	74
H. NICKERSON	56	LB	92
J. DUNCAN	59	LB	68
S. QUARLES	53	LB	68
A. SINGLETON	51	LB	66
D. DAVIS	58	LB	63
M. PALMER	54	LB	64
E. HOWARD	2	P	74
T. DILFER	12	QB	82
E. ZEIER	10	QB	67
A. BUCS QB	11	QB	50
W. DUNN	28	RB	79
M. ALSTOTT	40	RB	83
A. BUCS RB	22	RB	56
R. ABDULLAH	26	RB	54
A. BUCS FB	34	RB	60
P. PIERSON	69	T	78
J. ODOM	70	T	74
J. WUNSCH	71	T	64
P. GRUBER	74	T	58
D. MOORE	83	TE	74
J. DAVIS	80	TE	62
P. HAPE	82	TE	57
J. GREEN	81	WR	75
B. EMANUEL	87	WR	83
R. ANTHONY	85	WR	83
K. WILLIAMS	86	WR	66
A. BUCS WR	89	WR	62

CARDINALS

NAME	NUMBER	POSITION	RATING
A. GRAHAM	54	C	75
M. DEVLIN	62	C	61
C. CHAVOUS	25	DB	85
A. WILLIAMS	35	DB	100
K. LASSITER	42	DB	94
T. BENNETT	28	DB	80
T. KNIGHT	22	DB	74
P. TILLMAN	40	DB	67
P. JOHNSON	46	DB	69
C. RHINEHART	23	DB	67
J. MCCLESKEY	44	DB	65
S. RICE	97	DE	92
A. WADSWORTH	90	DE	87
T. BURKE	60	DE	75
J. COUSINS	92	DE	60
E. SWANN	98	DT	93
M. SMITH	93	DT	91
R. SWINGER	91	DT	71
B. WILSON	94	DT	65
C. DISHMAN	67	G	79
L. HOLMES	71	G	77
Y. SCOTT	77	G	63
C. JACKE	13	K	80
T. MCCOMBS	50	LB	74
R. FREDRICKSON	59	LB	83
R. MCKINNON	57	LB	86
A. LB	51	LB	70
P. SAPP	55	LB	71
M. MADDOX	53	LB	69
A. LB	52	LB	64
S. PLAYER	10	P	68
J. PLUMMER	16	QB	91
D. BROWN	17	QB	54
C. GREISEN	15	QB	51
A. MURRELL	29	RB	78
J. MAKOVICKA	38	RB	69
M. PITTMAN	32	RB	62
M. BATES	24	RB	57
D. MCKINLEY	39	RB	59
A. CLEMENT	65	T	79
J. DEXTER	64	T	76
A. T	70	T	76
J. DANIELS	72	T	68
J. CLARK	79	T	68
M. JOYCE	73	T	63
J. MCWILLIAMS	87	TE	82
C. GEDNEY	84	TE	65
T. HARDY	80	TE	58
T. JUNKIN	86	TE	52
R. MOORE	85	WR	91
F. SANDERS	81	WR	91
D. BOSTON	89	WR	75
C. CARPENTER	12	WR	66
R. ANDERSON	82	WR	64

CHARGERS

NAME	NUMBER	POSITION	RATING
R. FORTIN	67	C	74
T. SHAW	29	DB	82
C. DIMRY	27	DB	89
D. PERRY	39	DB	78
R. HARRISON	37	DB	87
J. SPENCER	22	DB	75
L. LEE	36	DB	64
M. JOHNSON	23	DB	75
D. HARPER	28	DB	72
S. TURNER	21	DB	69
A. FS	31	DB	65
P. BRADFORD	25	DB	63
R. RUSK	26	DB	64
R. JOHNSON	99	DE	73
A. FONTENOT	95	DE	65
C. MIMS	94	DE	66
C. HARDEN	92	DE	59
N. HAND	96	DT	92
J. PARRELLA	97	DT	73
J. WILLIAMS	76	DT	64
M. MOHRING	98	DT	63
A. TAYLOR	73	G	95
A. G	64	G	75
V. PARKER	70	G	73
T. SIENKIEWICZ	72	G	57
J. CARNEY	3	K	79
J. SEAU	55	LB	96
G. DICKSON	51	LB	75
E. HILL	54	LB	81
L. BUSH	58	LB	71
M. HAMILTON	53	LB	66
J. HASKINS	59	LB	65
D. BENNETT	2	P	94
J. HARBAUGH	4	QB	76
E. KRAMER	12	QB	70
R. LEAF	16	QB	59
C. WHELIHAN	5	QB	58
N. MEANS	20	RB	80
K. BYNUM	43	RB	66
A. RB	35	RB	67
T. FLETCHER	41	RB	60
A. RB	34	RB	59
J. JACKSON	65	T	75
A. T	74	T	62
A. T	71	T	60
F. JONES	88	TE	86
A. TE	46	TE	75
D. BINN	50	TE	55
A. PUPUNU	49	TE	53
M. RICKS	10	WR	83
J. GRAHAM	81	WR	82
C. JONES	82	WR	76
R. THELWELL	87	WR	71
T. GAITER	85	WR	63

CHIEFS

NAME	NUMBER	POSITION	RATING
T. GRUNHARD	61	C	100
J. SMITH	65	C	61
C. DISHMAN	26	DB	87
C. GRAY	23	DB	78
J. WOODS	21	DB	78
R. TONGUE	25	DB	87
E. WARFIELD	44	DB	67
A. CB	35	DB	66
B. WALKER	27	DB	71
J. BOLDEN	43	DB	71
R. WILLIAMS	29	DB	66
L. O'NEAL	91	DE	75
J. BROWNING	93	DE	68
D. WILLIAMS	92	DE	58
C. MCGLOCKTON	75	DT	79
T. BARNDT	71	DT	78
A. SMITH	77	DT	63
R. DIXON	90	DT	61
T. PARTEN	97	DT	60
G. PARKER	62	G	72
W. SHIELDS	68	G	98
E. KING	50	G	62
D. SZOTT	79	G	57
P. STOYANOVICH	10	K	84
G. FAVORS	54	LB	71
D. THOMAS	58	LB	86
D. EDWARDS	59	LB	89
M. PATTON	53	LB	91
G. MANUSKY	51	LB	74
R. GEORGE	55	LB	73
L. HOLLINQUEST	56	LB	71
G. STILLS	57	LB	67
L. AGUIAR	5	P	79
E. GRBAC	18	QB	70
W. MOON	1	QB	75
T. COLLINS	15	QB	53
B. MORRIS	39	RB	68
K. ANDERS	38	RB	75
M. CLOUD	34	RB	67
T. RICHARDSON	49	RB	67
R. SHEHEE	22	RB	60
D. BENNETT	30	RB	59
A. T	76	T	87
V. RILEY	66	T	82
J. CRISWELL	69	T	78
T. GONZALEZ	88	T	89
L. JOHNSON	83	TE	68
B. ROCHE	85	TE	62
A. RISON	89	WR	86
D. ALEXANDER	82	WR	84
K. LOCKETT	81	WR	74
T. VANOVER	87	WR	74
J. HORN	84	WR	69
S. MCWASHINGTON	17	WR	63

COLTS

NAME	NUMBER	POSITION	RATING
J. LEEUWENBURG	58	C	79
J. JOHNSON	60	C	60
T. POOLE	38	DB	88
J. BURRIS	20	DB	87
J. BELSER	29	DB	81
C. COTA	37	DB	88
R. CLARK	27	DB	74
R. MCELROY	40	DB	68
M. MONTGOMERY	34	DB	72
T. BLEVINS	26	DB	71
N REDDICK	41	DB	63
A. CB	21	DB	66
B. BERRY	57	DE	74
C. BRATZKE	92	DE	90
B. WHITTINGTON	92	DE	73
A. DE	99	DE	69
S. KING	96	DE	65
V. TUINEI	98	DE	65
E. JOHNSON	62	DT	90
T. MCCOY	61	DT	83
L. CHESTER	64	DT	70
N. HOBGOOD-CHITTICK	94	DT	58
T. MYSLINSKI	67	G	85
T. MANDARICH	79	G	80
L. MOORE	72	G	63
S. MCKINNEY	76	G	63
J. DAVIS	66	G	58
M. VANDERJAGT	12	K	80
A. LB	52	LB	74
C. BENNETT	97	LB	86
M. BARBER	53	LB	76
A. ROYAL	56	LB	74
J. CHORAK	93	LB	67
A. JORDAN	91	LB	66
R. THOMAS	55	LB	66
A. P	17	P	63
P. MANNING	18	QB	90
K. HOLCOMB	13	QB	52
S. CASE	15	QB	51
E. JAMES	32	RB	79
S. GREENE	43	RB	65
D. HOLMES	44	RB	70
K. ELIAS	23	RB	54
T. GLENN	78	T	88
A. MEADOWS	73	T	79
W. JACKSON	74	T	67
K. DILGER	85	TE	84
M. POLLARD	81	TE	70
J. BLACKMAN	71	TE	64
B. BANTA	83	TE	62
J. PATHON	86	WR	84
M. HARRISON	88	WR	91
E. GREEN	84	WR	72
L. DAWSON	80	WR	72

COWBOYS

NAME	NUMBER	POSITION	RATING
M. STEPNOSKI	53	C	96
M. KISELAK	63	C	66
K. SMITH	26	DB	82
D. SANDERS	21	DB	100
G. TEAGUE	31	DB	81
D. WOODSON	28	DB	87
O. STOUTMIRE	24	DB	71
I. REESE	43	DB	68
K. WHEATON	30	DB	70
K. MATHIS	23	DB	71
S. MOBLEY	27	DB	64
K. PITTMAN	97	DE	79
E. EKUBAN	96	DE	79
G. ELLIS	98	DE	73
A. DE	93	DE	67
D. FORTNEY	62	DE	56
C. HENNINGS	95	DT	72
L. LETT	78	DT	91
M. MYERS	94	DT	70
D. BENSON	91	DT	62
N. DAVIS	99	DT	60
L. ALLEN	73	G	99
F. ADAMS	76	G	95
E. MCIVER	67	G	75
T. HUTSON	66	G	71
R. CUNNINGHAM	3	K	75
Q. CORYATT	55	LB	78
D. COAKLEY	52	LB	89
R. GODFREY	56	LB	86
A. LB	90	LB	68
R. THOMAS	59	LB	64
M. SMITH	57	LB	68
B. TOLBERT	50	LB	68
T. GOWIN	4	P	86
T. AIKMAN	8	QB	88
J. GARRETT	17	QB	69
M. QUINN	11	QB	55
E. SMITH	22	RB	82
D. JOHNSTON	48	RB	70
C. WARREN	42	RB	66
T. SMITH	36	RB	54
A. T	77	T	79
E. WILLIAMS	79	T	88
O. ROSS	68	T	70
A. T	61	T	61
D. LAFLEUR	89	TE	81
A.	84	TE	73
E. BJORNSON	86	TE	70
M. IRVIN	88	WR	89
R. ISMAIL	81	WR	88
E. MILLS	85	WR	75
J. MCKNIGHT	80	WR	72
J. OGDEN	82	WR	69
A. WR	87	WR	56

SEGA SPORTS NFL 2K

DOLPHINS

NAME	NUMBER	POSITION	RATING
T. RUDDY	61	C	78
A. C	62	C	67
S MADISON	29	DB	85
T. BUCKLEY	27	DB	100
B. MARION	31	DB	89
S. WOODEN	22	DB	69
J. WILSON	24	DB	71
P. SURTAIN	23	DB	73
B. WALKER	45	DB	77
C. JACKSON	38	DB	69
R. HILL	28	DB	68
J. TAYLOR	99	DE	93
T. BOWENS	95	DE	88
T. ARMSTRONG	93	DE	83
L. BROMELL	91	DE	77
D. GARDENER	92	DT	75
B. TANNER	72	DT	68
S. BURTON	75	DT	67
A. DT	97	DT	66
K. GOGAN	66	G	91
K. DONNALLEY	66	G	78
M. DIXON	63	G	78
O. MARE	10	K	78
R. JONES	52	LB	87
D. RODGERS	59	LB	78
Z. THOMAS	54	LB	97
D. EDWARDS	56	LB	81
L. IZZO	53	LB	77
D. HOLLIER	50	LB	67
O. BRIGANCE	57	LB	66
N. GALLERY	8	P	62
D. MARINO	13	QB	87
C. ERICKSON	7	QB	54
D. HUARD	11	QB	52
K. ABDUL	33	RB	72
S. PRITCHETT	36	RB	71
A. RB	35	RB	72
R. POTTS	40	RB	70
A. RB	34	RB	71
A. RB	44	RB	70
J. AVERY	20	RB	64
B. PARMALEE	30	RB	55
R. WEBB	78	T	93
J. BROWN	76	T	79
M. SHELDON	68	T	65
T. DRAYTON	84	TE	79
H. GOODWIN	83	TE	68
E. PERRY	89	TE	64
T. MARTIN	80	WR	88
O. MCDUFFIE	81	WR	88
O. GADSDEN	86	WR	84
L. THOMAS	85	WR	81
Y. GREEN	87	WR	78
W. GREEN	82	WR	75

EAGLES

NAME	NUMBER	POSITION	RATING
S. EVERITT	61	C	94
B. MILLER	65	C	55
M. UNUTOA	68	C	50
B TAYLOR	21	DB	95
R VINCENT	23	DB	87
B. DAWKINS	20	DB	79
T. HAUCK	45	DB	67
S. WOODSON	37	DB	66
C. LOVE	28	DB	67
A. HARRIS	31	DB	72
A. ROSSUM	25	DB	70
D. MOORE	43	DB	49
H. DOUGLAS	53	DE	93
G. JEFFERSON	79	DE	73
A. WALLACE	96	DE	73
M. MAMULA	59	DE	68
B. JOHNSON	94	DT	73
H. THOMAS	78	DT	81
S. MARTIN	73	DT	68
M. WHEELER	91	DT	66
D BRZEZINSKI	74	G	81
G. HEGAMIN	69	G	63
L. PALELEI	77	G	58
C. BONIOL	18	K	72
W. THOMAS	51	LB	83
J. DARLING	57	LB	68
A. LB	49	LB	72
M. CALDWELL	56	LB	76
I. REESE	58	LB	67
A. LONDON	50	LB	67
J. TROTTER	54	LB	62
S. LANDETA	6	P	77
D. PEDERSON	14	QB	68
D. MCNABB	5	QB	76
B. HOYING	7	QB	57
D. STALEY	22	RB	76
K. TURNER	34	RB	76
E. BIENIEMY	33	RB	60
C. WALKER	29	RB	58
J. BOSTIC	27	RB	52
A. FB	38	RB	61
A. T	72	T	91
A. T	76	T	72
J. MAYBERRY	71	T	71
J. ASHER	86	TE	75
A. TE	46	TE	70
K. SINCENO	89	TE	56
C. JOHNSON	81	WR	88
T. SMALL	80	WR	85
A. WR	87	WR	72
K. HANKTON	82	WR	71
D. JELLS	83	WR	67
A. WR	84	WR	66
T. SMITH	85	WR	64

FALCONS

NAME	NUMBER	POSITION	RATING
R. TOBECK	61	C	86
A. SCHREIBER	67	C	63
R. BRADFORD	23	DB	79
R. BUCHANAN	34	DB	100
E. ROBINSON	41	DB	88
M. CARTER	25	DB	79
R. FULLER	29	DB	70
M. BOOKER	20	DB	78
G. MCBURROWS	22	DB	67
C. BAYNE	47	DB	67
E. WILLIAMS	21	DB	66
J. CARTY	35	DB	61
C. SMITH	90	DE	93
L. ARCHAMBEAU	92	DE	89
P. KERNEY	97	DE	75
P. MCDANIELS	77	DE	62
S. DRONETT	75	DT	88
T. HALL	98	DT	83
E. JASPER	95	DT	61
B. KUBERSKI	99	DT	59
C. COLLINS	68	G	93
G. WILLIAMS	69	G	90
G. BISHOP	65	G	80
B. HALLEN	64	G	68
M. ANDERSON	5	K	85
H. CROCKETT	94	LB	86
K. BROOKING	45	LB	88
J. TUGGLE	58	LB	92
C. SAUER	52	LB	70
J. KELLY	51	LB	62
R. HAMILTON	54	LB	66
B. TALLEY	59	LB	68
D. STRYZINSKI	4	P	62
C. CHANDLER	12	QB	88
D. KANELL	7	QB	62
T. GRAZIANI	13	QB	53
J. ANDERSON	32	RB	94
B. KOZLOWSKI	85	RB	59
B. CHRISTIAN	44	RB	66
J. PAULK	43	RB	66
B. HANSPARD	24	RB	59
G. DOWNS	45	RB	57
K. OXENDINE	28	RB	56
B. WHITFIELD	70	T	91
E. SALAAM	74	T	76
J. PORTILLA	76	T	67
O. SANTIAGO	88	TE	87
R. KELLY	89	TE	71
T. MATHIS	81	WR	88
C. CALLOWAY	80	WR	80
T. DWIGHT	83	WR	75
J. GERMAN	87	WR	69
R. HARRIS	82	WR	62
E. BAKER	15	WR	61

GIANTS

NAME	NUMBER	POSITION	RATING
L. SCOTT	53	C	75
D. ENGLER	69	C	57
P. SPARKS	22	DB	85
J. SEHORN	31	DB	91
P. ELLSWORTH	43	DB	88
S. GARNES	20	DB	73
C. HAMILTON	41	DB	76
S. WILLIAMS	36	DB	80
A. CB	37	DB	70
J. LINCOLN	39	DB	68
A. CB	35	DB	60
C. JONES	94	DE	71
M. STRAHAN	92	DE	99
B. HOLSEY	79	DE	63
F. FERRARA	71	DE	59
K. HAMILTON	75	DT	83
R. HARRIS	97	DT	74
C. PETER	99	DT	69
S. KONOPKA	68	DT	57
N. MILLER	76	G	58
R. STONE	65	G	78
B. WILLIAMS	59	G	59
B. DALUISO	3	K	64
M. BUCKLEY	55	LB	80
J. ARMSTEAD	98	LB	93
C. WIDMER	90	LB	81
D. COLMAN	58	LB	70
S. GALYON	52	LB	69
R. PHILLIPS	91	LB	70
P. MONTY	51	LB	65
B. MAYNARD	9	P	98
K. COLLINS	5	QB	69
S. BUCK	12	QB	65
K. GRAHAM	10	QB	63
G. BROWN	33	RB	74
C. WAY	30	RB	74
G. COMELLA	34	RB	76
J. MONTGOMERY	25	RB	70
A. RB	44	RB	68
T. BARBER	21	RB	62
A. T	77	T	72
S. GRAGG	74	T	72
A. T	78	T	64
J. WHITTLE	62	T	58
P. MITCHELL	83	TE	79
H. CROSS	87	TE	75
D. CAMPBELL	86	TE	71
I. HILLIARD	88	WR	80
J. JUREVICIUS	84	WR	81
A. TOOMER	81	WR	87
F. BROCK	89	WR	71
A. TUCKER	17	WR	69
C. ORTIZ	19	WR	67
B. ALFORD	80	WR	66

JAGUARS

NAME	NUMBER	POSITION	RATING
Q. NEUJAHR	65	C	83
J. WADE	66	C	60
D. FIGURES	27	DB	92
A. BEASLEY	21	DB	80
D. DARIUS	20	DB	78
C. LAKE	37	DB	95
M. LOGAN	32	DB	69
B. MCELMURRY	38	DB	64
D. THOMAS	41	DB	74
A. CB	25	DB	77
C. TAYLOR	23	DB	66
A. MORONKOLA	26	DB	64
J. CRAFT	29	DB	61
T. BRACKENS	90	DE	87
J. SMEENGE	99	DE	80
K. LANDOLT	93	DE	76
R. WYNN	97	DE	66
E. CURRY	75	DE	59
G. WALKER	96	DT	72
J. THREATS	98	DT	66
E. LEROY	61	DT	66
B. GOLEMAN	62	G	93
R. TYLSKI	76	G	73
A. CESARIO	79	G	73
M. NORI	68	G	67
M. HOLLIS	1	K	67
B. PAUP	95	LB	83
K. HARDY	51	LB	96
T. MCMANUS	55	LB	69
B. SCHWARTZ	58	LB	73
J. HAMILTON	54	LB	68
E. MASON	53	LB	64
E. STORZ	50	LB	63
B. BARKER	4	P	95
M. BRUNELL	8	QB	95
J. QUINN	12	QB	58
J. FIEDLER	11	QB	58
F. TAYLOR	28	RB	86
D. SHELTON	31	RB	68
J. STEWART	33	RB	73
T. BANKS	22	RB	70
C. HOWARD	24	RB	58
T. BOSELLI	71	T	100
L. SEARCY	72	T	88
Z. WIEGERT	77	T	69
K. BRADY	80	TE	79
D. JONES	88	TE	68
J. SMITH	82	WR	93
K. MCCARDELL	87	WR	89
A. WHITTED	86	WR	75
R. BARLOW	84	WR	73
W. MOORE	81	WR	69
D. DUNN	15	WR	63

JETS

NAME	NUMBER	POSITION	RATING
K. MAWAE	68	C	95
J. HUDSON	65	C	63
M. GISLER	67	C	63
O. SMITH	45	DB	82
A. GLENN	31	DB	95
S. ATWATER	27	DB	84
V. GREEN	21	DB	88
R. MICKENS	24	DB	79
K. WILLIAMS	23	DB	65
C. BROWN	44	DB	73
M. COLEMAN	42	DB	72
J. HENDERSON	26	DB	72
S. FROST	47	DB	68
C. HAYES	30	DB	67
A. PLEASANT	98	DE	76
R. LYLE	95	DE	68
M. FREDERICK	94	DE	60
B. HAMILTON	92	DE	60
E. OGBOGU	99	DE	60
J. FERGUSON	72	DT	83
E. LOGAN	93	DT	75
A. DT	91	DT	75
J. SYVRUD	46	DT	61
E. NORGARD	64	G	75
A. G	77	G	86
D. LOVERNE	79	G	71
D. KARCZEWSKI	60	G	69
J. HALL	9	K	77
B. COX	51	LB	86
M. LEWIS	57	LB	93
D. GORDON	54	LB	75
R. PHIFER	56	LB	88
C. CASCADDEN	53	LB	73
M. MEGNA	52	LB	65
J. FARRIOR	54	LB	70
M. JONES	55	LB	69
T. TUPA	7	P	82
V. TESTAVERDE	16	QB	92
R. LUCAS	6	QB	61
S. ZOLAK	11	QB	57
C. MARTIN	28	RB	86
J. SOWELL	33	RB	70
L. JOHNSON	32	RB	62
R. ANDERSON	20	RB	66
J. ELLIOT	76	T	88
J. FABINI	69	T	85
K. JENKINS	71	T	72
E. GREEN	86	TE	84
F. BAXTER	84	TE	63
B. SPENCE	82	TE	59
K. JOHNSON	19	WR	96
W. CHREBET	80	WR	83
D. WARD	89	WR	73
J. DOUGLASS	88	WR	75

LIONS

NAME	NUMBER	POSITION	RATING
M. COMPTON	77	C	87
T. SEMPLE	62	C	61
B. WESTBROOK	32	DB	83
K. ABRAMS	24	DB	75
M. CARRIER	27	DB	75
R. RICE	28	DB	77
T. FAIR	23	DB	79
R. BAILEY	35	DB	69
A. SS	25	DB	66
K. SUPERNAW	29	DB	70
L. CAMPBELL	39	DB	68
T SCROGGINS	97	DE	79
R. PORCHER	91	DE	94
A. DE	95	DE	80
A. DE	92	DE	69
L. ELLISS	94	DT	89
J. JONES	98	DT	89
K. PRITCHETT	93	DT	74
D. OWENS	90	DT	71
H. TAYLOR	96	DT	60
E. BEVERLY	79	G	66
J. HARTINGS	64	G	81
K. BLAISE	65	G	62
A. JOHNSON	70	G	65
J. HANSON	4	K	74
A. LB	50	LB	87
A. ALDRIDGE	55	LB	80
S. BOYD	57	LB	85
R. JORDAN	99	LB	73
A. LB	58	LB	66
S. KOWALKOWSKI	52	LB	69
K. O'NEILL	59	LB	64
M. RUSSELL	54	LB	66
J. JETT	19	P	77
C. BATCH	10	QB	79
G. FREROTTE	12	QB	56
B. SANDERS	20	RB	93
C. SCHLESINGER	30	RB	67
A. RB	33	RB	74
R. RIVERS	34	RB	64
P. PEARSON	21	RB	59
B. OLIVO	26	RB	54
J. ROQUE	74	T	74
A. T	71	T	86
R. ROBERTS	72	T	72
T. RAMIREZ	75	T	62
D. SLOAN	86	TE	77
W. RASBY	89	TE	65
P. CHRYPLEWICZ	81	TE	63
H. MOORE	84	WR	94
J. MORTON	87	WR	89
G. CROWELL	82	WR	87
C. THOMAS	15	WR	69
B. STABLEIN	83	WR	66

PACKERS

NAME	NUMBER	POSITION	RATING
F. WINTERS	52	C	81
M. FLANAGAN	58	C	65
T. WILLIAMS	37	DB	87
C. NEWSOME	21	DB	86
D. SHARPER	42	DB	78
L. BUTLER	36	DB	91
A. EDWARDS	25	DB	76
M. MCKENZIE	34	DB	69
A. CB	31	DB	75
K. COOKS	45	DB	65
S. MCGARRAHAN	43	DB	65
C. AKINS	29	DB	60
V. HOLLIDAY	90	DE	88
V. BOOKER	96	DE	75
K. MCKENZIE	95	DE	76
G. BROWN	93	DT	88
S. DOTSON	71	DT	79
A. DT	97	DT	63
B. LYON	98	DT	59
J. SMITH	99	DT	58
M. RIVERA	62	G	84
R. MCKENZIE	63	G	70
J. ANDRUZZI	70	G	67
C. HEIMBURGER	75	G	59
R. LONGWELL	8	K	66
B. WILLIAMS	51	LB	84
G. KOONCE	53	LB	87
B. HARRIS	55	LB	82
M. MORTON	56	LB	67
J. WADDY	54	LB	65
A. P	9	P	62
B. FAVRE	4	QB	99
R. MIRER	12	QB	57
A. QB	2	QB	51
D. LEVENS	25	RB	86
W. HENDERSON	33	RB	69
D. PARKER	22	RB	63
J. KITTS	48	RB	61
R. VERBA	78	T	88
E. DOTSON	72	T	88
M. WAHLE	68	T	72
J. MICHELS	77	T	71
M. CHMURA	89	TE	92
T. DAVIS	81	TE	71
J. THOMASON	83	TE	65
A. FREEMAN	86	WR	95
R. BROOKS	87	WR	85
D. MAYES	80	WR	82
C. BRADFORD	85	WR	78
B. SCHROEDER	84	WR	78
D. HOWARD	23	WR	72
J. ARNOLD	88	WR	72
B. MANNING	82	WR	67
A. WR	19	WR	66

SEGA SPORTS NFL 2K

PANTHERS

NAME	NUMBER	POSITION	RATING
B. STOLTENBERG	67	C	73
C. JONES	75	C	49
S. LOFTON	29	DB	74
E. DAVIS	25	DB	90
R. SUTTER	36	DB	72
B. ALEXANDER	46	DB	76
D. EVANS	33	DB	81
L. WHEELER	37	DB	71
D. RICHARDSON	39	DB	68
M. MINTER	30	DB	66
R. MULLEN	28	DB	66
M. SCURLOCK	38	DB	61
S. GILBERT	94	DE	82
J. PETER	97	DE	70
A. DE	83	DE	71
A. DE	72	DE	65
A. EDWARDS	96	DE	62
E. JONES	59	DE	61
T. MORABITO	90	DT	67
A. DT	98	DT	65
R. TERRY	71	DT	66
F. GARCIA	65	G	77
N. NEWTON	61	G	89
J. WILSON	73	G	57
J. KASAY	4	K	71
K. GREENE	91	LB	87
S. TOVAR	55	LB	74
M. BARROW	56	LB	93
D. JONES	52	LB	71
D. WELLS	95	LB	76
K. TATUM	50	LB	67
K. WILMSMEYER	11	P	87
S. BEUERLEIN	7	QB	81
S. BONO	12	QB	66
J. LEWIS	8	QB	52
T. BIAKABUTUKA	21	RB	64
W. FLOYD	40	RB	69
F. LANE	32	RB	63
A. JOHNSON	23	RB	63
W. OLIVER	20	RB	61
C. TERRY	70	T	75
M. CAMPBELL	66	T	67
R. BOHLINGER	79	T	68
P. JANUS	74	T	59
W. WALLS	85	TE	94
L. BROUGHTON	84	TE	58
B. KINCHEN	88	TE	53
M. MUHAMMAD	87	WR	89
R. CARRUTH	89	WR	86
P. JEFFERS	83	WR	76
D. HAYES	81	WR	76
I. UWAEZUOKE	82	WR	71
M. BATES	24	WR	70
T. KINCHEN	80	WR	63

PATRIOTS

NAME	NUMBER	POSITION	RATING
A. C	65	C	86
J. ANDERSEN	67	C	63
T. JONES	34	DB	87
T. LAW	24	DB	100
W. CLAY	32	DB	93
L. MILLOY	36	DB	89
L. WHIGHAM	25	DB	73
C. CARTER	52	DB	68
S. ISRAEL	21	DB	76
A. SS	39	DB	63
G. SPIRES	94	DE	69
W. MCGINEST	55	DE	90
C. SULLIVAN	74	DE	67
H. THOMAS	95	DT	83
C. EATON	90	DT	90
B MITCHELL	98	DT	65
L RHEAMS	75	DT	58
D. DENSON	61	G	77
T. RUCCI	71	G	77
M. LANE	68	G	78
A. G	64	G	73
H. IRWIN	63	G	60
A. VINATIERI	4	K	79
A. LB	59	LB	81
C. SLADE	53	LB	88
T. JOHNSON	52	LB	82
T. BRUSCHI	54	LB	75
M. MOORE	58	LB	66
V. CRAWFORD	99	LB	67
S. STUCKEY	93	LB	63
D. COTTRELL	45	LB	65
L. JOHNSON	10	P	80
D. BLEDSOE	11	QB	91
J. FRIESZ	17	QB	67
M. BISHOP	7	QB	51
K. FAULK	33	RB	69
C. FLOYD	37	RB	71
R. EDWARDS	47	RB	75
D. CULLORS	29	RB	63
T. CARTER	30	RB	65
H. SHAW	44	RB	65
L. WARREN	27	RB	55
B. ARMSTRONG	78	T	79
Z. MOSS	77	T	95
E. ELLIS	66	T	69
B. COATES	87	TE	96
R. RUTLEDGE	83	TE	60
M. BARTRUM	86	TE	58
T. GLENN	88	WR	89
S. JEFFERSON	84	WR	79
T. BROWN	80	WR	77
T. SIMMONS	81	WR	72
V. BRISBY	82	WR	71
M. SHERIDAN	16	WR	67

RAIDERS

NAME	NUMBER	POSITION	RATING
B. ROBBINS	63	C	84
A TREU	62	C	56
F. ALLEN	21	DB	89
C. WOODSON	24	DB	100
A. NEWMAN	30	DB	81
E TURNER	29	DB	84
C. MINCY	42	DB	83
D. GORDON	23	DB	88
M. WALKER	38	DB	76
P. CARTER	20	DB	69
C. BRANCH	27	DB	60
A. DE	94	DE	78
L. JOHNSTONE	51	DE	92
J. HARRIS	93	DE	66
F. COLLONS	95	DE	66
D RUSSELL	96	DT	100
R. MARYLAND	67	DT	78
G. JACKSON	90	DT	73
C. OSBORNE	98	DT	60
S. WISNIEWSKI	76	G	96
D. ASHMORE	73	G	69
G. SKREPENAK	78	G	65
I. DAVIS	71	G	60
G. DINAPOLI	64	G	58
M. HUSTED	5	K	75
T. SMITH	53	LB	73
R. HARVEY	52	LB	85
G. BIEKERT	54	LB	85
A. LB	50	LB	69
J. FOLSTON	55	LB	71
G. BELLISARI	58	LB	63
S. SWORD	56	LB	60
L. ARAGUZ	2	P	86
R. GANNON	12	QB	78
P. BARNES	4	QB	68
W. WILSON	16	QB	65
N. KAUFMAN	26	RB	82
J. RITCHIE	40	RB	70
R. SALAAM	31	RB	66
Z. CROCKETT	32	RB	64
R. JORDAN	28	RB	56
A. T	79	T	81
A. T	74	T	79
R. CUNNINGHAM	68	T	61
R. DUDLEY	83	TE	90
J. BRIGHAM	87	TE	60
D. WALKER	47	TE	52
T. BROWN	81	WR	88
J. JETT	82	WR	83
T. MICKENS	85	WR	75
H. COPELAND	80	WR	75
K. SHEDD	84	WR	67
A. WR	17	WR	66

RAMS

NAME	NUMBER	POSITION	RATING
A. MCCOLLUM	67	C	73
R. TUCKER	50	C	56
D. MCCLEON	21	DB	78
T. LYGHT	41	DB	83
K. LYLE	35	DB	78
B. JENKINS	22	DB	77
A. CB	37	DB	76
T. ALLEN	20	DB	70
A. SS	38	DB	71
D. BUSH	23	DB	68
R. CARPENTER	24	DB	67
J. BROWN	27	DB	65
G. WISTROM	98	DE	70
K. CARTER	93	DE	96
J. WILLIAMS	96	DE	63
J. ROBINSON	94	DE	61
R. AGNEW	99	DT	88
D. FARR	75	DT	87
L. BARNES	92	DT	66
C. SEARS	95	DT	61
J. ZGONINA	90	DT	58
F. MILLER	73	G	72
A. TIMMERMAN	62	G	79
A. G	71	G	68
J. FLANNERY	63	G	65
J. WILKINS	14	K	70
T. COLLINS	59	LB	73
M. JONES	52	LB	86
C. CLEMONS	56	LB	71
L. FLETCHER	58	LB	74
L. STYLES	51	LB	69
L. LITTLE	57	LB	67
R. TUTEN	11	P	83
T. GREEN	10	QB	84
A. QB	8	QB	59
K. WARNER	9	QB	53
M. FAULK	28	RB	90
D. HARRIS	33	RB	67
G. HILL	29	RB	73
R. HOLCOMBE	25	RB	64
A. LEE	31	RB	62
J. HENLEY	26	RB	58
O. PACE	76	T	92
E. BROOKS	77	T	58
J. MCKINNEY	68	T	57
R. WILLIAMS	86	TE	73
E. CONWELL	84	TE	58
C. LEWIS	49	TE	55
M. JACOBY	46	TE	52
R. PROEHL	87	WR	84
I. BRUCE	80	WR	92
T. HOLT	88	WR	88
A. HAKIM	81	WR	74
A. WR	82	WR	68

RAVENS

NAME	NUMBER	POSITION	RATING
J. MITCHELL	60	C	72
E. LINDSAY	61	C	72
D. STARKS	22	DB	85
A. CB	28	DB	84
C. HARRIS	45	DB	82
R. WOODSON	26	DB	95
S. MOORE	27	DB	75
J. WILLIAMS	21	DB	65
J. TRAPP	38	DB	79
B. THOMPSON	37	DB	71
K. HERRING	20	DB	65
A. SS	43	DB	63
M. MCCRARY	99	DE	99
R. BURNETT	90	DE	72
K. WASHINGTON	93	DE	66
F. SMITH	96	DE	65
T. SIRAGUSA	98	DT	73
L. WEBSTER	79	DT	61
L. DALTON	91	DT	62
M. CHASE	92	DT	59
M. FLYNN	62	G	76
J. BLACKSHEAR	69	G	75
B. SAPP	77	G	75
M. STOVER	3	K	67
J. SHARPER	55	LB	81
P. BOULWARE	58	LB	94
R. LEWIS	52	LB	98
C. BROWN	51	LB	67
T. MCCLOUD	54	LB	67
J. KOPP	57	LB	65
T. PETERS	53	LB	64
K. RICHARDSON	5	P	78
S. MITCHELL	19	QB	72
T. BANKS	12	QB	64
W. RICHARDSON	14	QB	50
P. HOLMES	33	RB	77
C. EVANS	29	RB	67
E. RHETT	32	RB	61
S. BROUSSARD	31	RB	60
J. GRAHAM	34	RB	55
J. OGDEN	75	T	97
H. SWAYNE	70	T	84
C. HARRISON	67	T	77
J. ATKINS	74	T	58
A. PIERCE	81	TE	78
G. DELONG	86	TE	68
A. OFODILE	89	TE	58
F. WAINRIGHT	82	TE	53
B. DAVIS	80	WR	80
J. LEWIS	84	WR	82
Q. ISMAIL	87	WR	78
P. JOHNSON	88	WR	73
E. METCALF	83	WR	72

REDSKINS

NAME	NUMBER	POSITION	RATING
C. RAYMER	52	C	95
M. FISCHER	60	C	57
D. TURK	66	C	55
D. GREEN	28	DB	92
C. BAILEY	24	DB	89
S. SHADE	29	DB	85
L. EVANS	35	DB	80
D. POUNDS	31	DB	75
G. EVANS	27	DB	68
M. STEVENS	23	DB	66
B. CRUTCHFIELD	41	DB	70
T. DENTON	25	DB	67
M. COLEMAN	99	DE	75
K. LANG	90	DE	88
A. COOK	75	DE	70
N. KALU	72	DE	65
D. STUBBLEFIELD	94	DT	71
D. WILKINSON	95	DT	89
M. BOUTTE	93	DT	67
D. BROWN	78	DT	66
T. JOHNSON	77	G	88
J. PATTON	68	G	82
R. MILSTEAD	69	G	75
K. SIMS	63	G	60
L. BURNS	61	G	59
C. BLANCHARD	17	K	64
D. SMITH	50	LB	80
K. HARVEY	57	LB	84
F. STRICKLAND	55	LB	81
A. LB	53	LB	67
G. JONES	54	LB	73
S. BARBER	59	LB	72
A. PONDS	51	LB	67
M. TURK	1	P	95
B. JOHNSON	14	QB	85
R. PEETE	16	QB	61
C. WELDON	11	QB	53
S. HICKS	20	RB	73
L. CENTERS	37	RB	76
B. MITCHELL	30	RB	72
S. DAVIS	48	RB	68
L. BOWIE	47	RB	65
B. BADGER	74	T	81
S. POURDANESH	67	T	77
A. HECK	64	T	75
J. BROWN	73	T	75
S. ALEXANDER	80	TE	77
H. LUSK	85	TE	62
J. JENKINS	88	TE	55
M. WESTBROOK	82	WR	88
C. THOMAS	89	WR	75
A. CONNELL	83	WR	74
J. THRASH	87	WR	68
T. ALEXANDER	86	WR	61

SAINTS

NAME	NUMBER	POSITION	RATING
W. WILLIAMS	63	C	74
J. FONTENOT	62	C	55
A. AMBROSE	31	DB	90
T. DRAKEFORD	22	DB	89
S. KNIGHT	29	DB	91
R. KELLY	24	DB	78
A. MOLDEN	25	DB	80
E. LITTLE	20	DB	72
F. WEARY	42	DB	74
C. HEWITT	23	DB	67
C. HARRIS	45	DB	60
J. JOHNSON	94	DE	93
J TOMICH	90	DE	73
B. SMITH	91	DE	65
T. WILSON	79	DE	62
P. SAGAPOLUTELE	99	DE	60
L. GLOVER	97	DT	96
W. MARTIN	93	DT	75
A. ROBBINS	95	DT	63
T. RIDGLEY	64	DT	61
J. PITTMAN	75	DT	57
K. TURLEY	68	G	79
C. NAEOLE	65	G	66
T. ACKERMAN	69	G	51
D. BRIEN	10	K	78
M. FIELDS	55	LB	88
K. MITCHELL	59	LB	82
C. BORDANO	56	LB	74
K. MITCHELL	50	LB	76
V. SMITH	52	LB	71
I. ALEAGA	54	LB	68
R. WARNER	98	LB	65
T. BARNHARDT	6	P	66
B. TOLLIVER	11	QB	71
B. HOBERT	12	QB	66
D. WUERFFEL	7	QB	58
R. WILLIAMS	34	RB	83
A. CRAVER	32	RB	76
W. PERRY	33	RB	69
T. DAVIS	28	RB	58
L. SMITH	36	RB	59
W. ROAF	77	T	100
K. HILLS	76	T	72
S. SLUTZKER	81	T	41
C. CLEELAND	85	TE	89
J. FARQUHAR	87	TE	59
T. JOHNSON	86	TE	57
K. GAMMON	46	TE	45
A. HASTINGS	89	WR	80
E. KENNISON	88	WR	86
K. POOLE	83	WR	72
D. HUGHES	82	WR	70
B. BECH	19	WR	65
G. TWYNER	17	WR	64

SEAHAWKS

NAME	NUMBER	POSITION	RATING
C. GRAY	62	C	72
K. GLOVER	53	C	69
W. WILLIAMS	27	DB	84
S. SPRINGS	24	DB	98
D. WILLIAMS	33	DB	84
J. BELLAMY	20	DB	80
F. THOMAS	22	DB	71
M. COLLINS	25	DB	74
L. RIDDICK	41	DB	69
L. MCGILL	26	DB	74
K. JOSEPH	40	DB	62
A.	21	DB	57
A.	90	DE	82
M. SINCLAIR	70	DE	95
P. DANIELS	93	DE	78
M. LABOUNTY	99	DE	70
A. DE	91	DE	66
C. KENNEDY	96	DT	76
S. ADAMS	98	DT	79
R. PARKER	76	DT	59
P. KENDALL	66	G	77
B. HABIB	68	G	69
F. BEEDE	63	G	57
G. BLOEDORN	60	G	56
T. PETERSON	2	K	67
C. BROWN	94	LB	91
D. SMITH	59	LB	87
A. SIMMONS	51	LB	78
D. MYLES	50	LB	72
J. LOGAN	56	LB	68
H. BUTLER	55	LB	66
J. F	10	P	87
J. KITNA	7	QB	81
G. FOLEY	4	QB	62
B. HUARD	5	QB	60
R. WATTERS	32	RB	85
M. STRONG	38	RB	68
A. GREEN	30	RB	73
A. RB	31	RB	58
R. BROWN	34	RB	61
W. JONES	71	T	78
H. BALLARD	75	T	74
A. T	69	T	74
G. WILLIAMS	79	T	62
T. WEINER	74	T	59
C. FAURIA	86	TE	70
D. MAY	88	TE	58
I. MILI	49	TE	55
J. GALLOWAY	84	WR	94
S. DAWKINS	81	WR	86
M. PRITCHARD	85	WR	85
C. JORDAN	87	WR	68
R. WILSON	83	WR	64
A. WR	89	WR	60

SEGA SPORTS NFL 2K

STEELERS

NAME	NUMBER	POSITION	RATING
D. DAWSON	63	C	100
J. SWEENEY	66	C	56
D. WASHINGTON	20	DB	96
D. TOWNSEND	26	DB	74
C. OLDHAM	24	DB	75
L. FLOWERS	41	DB	84
J. SIMMONS	23	DB	64
T. DAVIS	27	DB	73
L. BROWN	29	DB	74
C. SCOTT	30	DB	74
A. SS	47	DB	65
K. HENRY	76	DE	72
O. ROYE	71	DE	75
N. HARRISON	74	DE	68
A. DE	91	DE	64
J. STAAT	94	DE	64
J. STEED	93	DT	76
A. DINGLE	96	DT	72
A. DT	95	DT	71
A. FANECA	65	G	82
B. STAI	68	G	97
A. BROWN	60	G	62
R. DUFFY	62	G	56
K. BROWN	3	K	53
C. EMMONS	51	LB	79
J. GILDON	92	LB	86
L. KIRKLAND	99	LB	92
E. HOLMES	50	LB	81
M. VRABEL	56	LB	65
J. FIALA	57	LB	63
C. KELSAY	97	LB	56
J. MILLER	4	P	86
K. STEWART	10	QB	86
M. TOMCZAK	18	QB	66
P. GONZALEZ	7	QB	55
J. BETTIS	36	RB	87
J. WITMAN	38	RB	63
A. RB	21	RB	67
C. FUAMATU-MAAFLA	45	RB	65
R. HUNTLEY	33	RB	58
W. GANDY	72	T	72
J. STEPHENS	67	T	72
K. FARRIS	77	T	72
C. CONRAD	78	T	58
J. STRZELCZYK	73	T	57
M. BRUENER	87	TE	74
A. TE	46	TE	73
M. LYONS	85	TE	58
W. BLACKWELL	89	WR	77
C. HAWKINS	88	WR	81
A. WR	81	WR	82
D. DUNN	83	WR	73
H. WARD	86	WR	72
A. VAN DYKE	84	WR	69

TITANS

NAME	NUMBER	POSITION	RATING
B. MATTHEWS	74	C	95
K. LONG	60	C	61
D. LEWIS	29	DB	86
D. WALKER	25	DB	81
S. JACKSON	24	DB	78
B. BISHOP	23	DB	84
G. MCCULLOUGH	38	DB	67
S. ROLLE	21	DB	74
M. ROBERTSON	31	DB	71
A. SS	35	DB	67
D. SIDNEY	37	DB	71
A. DORSETT	33	DB	64
A. DE	42	DE	85
P. LYONS	98	DE	72
K. HOLMES	99	DE	71
M. JONES	96	DE	68
J. ROBERSON	90	DE	66
J. EVANS	91	DT	73
A. DT	78	DT	75
J. SALAVE'A	95	DT	71
H. FORD	92	DT	69
J. FISK	97	DT	66
B. OLSON	75	G	75
J. LAYMAN	66	G	87
A. G	71	G	72
E. PILGRIM	61	G	67
A. DEL GRECO	3	K	88
E. ROBINSON	55	LB	86
L. MARTS	51	LB	88
J. BOWDEN	58	LB	85
D. STALLINGS	56	LB	67
T. KILLENS	50	LB	66
B. WORTHAM	52	LB	66
C. HENTRICH	15	P	100
S. MCNAIR	9	QB	89
N. O'DONNELL	12	QB	82
A. QB	13	QB	49
E. GEORGE	27	RB	91
L. NEAL	41	RB	70
M. ARCHIE	22	RB	62
R. THOMAS	20	RB	57
S. SANDERSON	73	T	75
J. RUNYAN	69	T	82
B. HOPKINS	72	T	74
J. MATHEWS	76	T	67
F. WYCHECK	89	TE	91
J. HARRIS	88	TE	75
Y. THIGPEN	82	WR	90
K. DYSON	87	WR	79
C. SANDERS	81	WR	76
J. KENT	86	WR	74
D. MASON	85	WR	67
I. BYRD	83	WR	68
A. WR	84	WR	53

VIKINGS

NAME	NUMBER	POSITION	RATING
J. CHRISTY	62	C	100
M. MORRIS	68	C	72
J. HITCHCOCK	37	DB	95
R. MCDONALD	34	DB	74
O. THOMAS	42	DB	90
R. GRIFFITH	24	DB	87
T. GRAY	23	DB	74
A. BASS	32	DB	67
A. CB	20	DB	74
T. DARDEN	25	DB	70
A. BANKS	30	DB	66
A. DE	66	DE	84
S. COLINET	99	DE	69
D. CLEMONS	92	DE	68
J. BURROUGH	91	DE	62
J. RANDLE	93	DT	98
T. WILLIAMS	94	DT	70
N SCARLETT	90	DT	68
B. WILLIAMS	98	DT	55
R. MCDANIEL	64	G	100
D. DIXON	71	G	93
C. LACINA	61	G	71
C. ABERNATHY	74	G	54
G. ANDERSON	1	K	91
D. RUDD	57	LB	86
C. MILLER	54	LB	76
E. MCDANIEL	58	LB	89
K. WONG	52	LB	78
C. JONES	51	LB	64
A. DALTON	50	LB	61
P. BERCICH	56	LB	65
M. BERGER	17	P	81
R. CUNNINGHAM	7	QB	93
J. GEORGE	3	QB	74
D. CULPEPPER	12	QB	68
R. SMITH	26	RB	88
H. MORROW	33	RB	66
D. PALMER	22	RB	73
L. HOARD	44	RB	64
C. MOORE	41	RB	63
T. STEUSSIE	73	T	100
K. STRINGER	77	T	92
M. BIRK	75	T	78
C. LIWIENSKI	76	T	78
A. GLOVER	82	TE	88
C. CRUMPLER	87	TE	77
A. TE	85	TE	76
R. MOSS	84	WR	98
C. CARTER	80	WR	95
J. REED	86	WR	88
M. HATCHETTE	89	WR	74
K. COOPER	19	WR	67
C. WALSH	81	WR	66
R. TATE	82	WR	64

FREE AGENTS

NAME	NUMBER	POSITION	RATING
J DELLENBACH	67	C	74
H EL-MASHTOUB	66	C	73
D. BRILZ	65	C	71
J HASTY	40	DB	90
G JACKSON	42	DB	83
M. ZORDICH	36	DB	78
W. WHITE	35	DB	73
R. MCNEIL	47	DB	81
T. MCDANIEL	36	DB	80
S RICHARD	24	DB	78
M PRIOR	39	DB	72
C. BUCKLEY	25	DB	76
A. PARKER	27	DB	71
T. WOOTEN	29	DB	67
C. CANTY	26	DB	66
T. HUGHES	32	DB	65
P. PRIOLEAU	23	DB	66
T. VELAND	35	DB	66
C. DOLEMAN	56	DE	89
P. SWILLING	56	DE	83
R. OWENS	96	DE	59
S. LEE	76	DE	58
K. SHELLO	97	DE	50
D. SALEAUMUA	97	DT	70
L. MILLER	69	DT	64
M. FOX	93	DT	62
J. PHILLIPS	66	DT	61
M. SPINDLER	92	DT	54
T. HANSHAW	77	G	84
T. BURGER	62	G	85
E. MOSS	79	G	81
D. WIDELL	79	G	66
B. GUTIERREZ	62	G	56
R. TAMM	64	G	57
J. NEDNEY	6	K	74
N. JOHNSON	9	K	55
J. BRADY	52	LB	82
A. DAVIS	50	LB	87
G. LLOYD	95	LB	87
K. GOUVEIA	54	LB	79
J. HERROD	54	LB	79

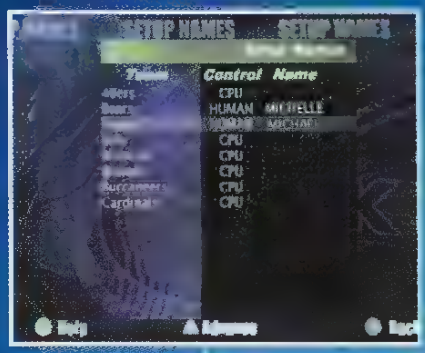
NAME	NUMBER	POSITION	RATING
P. JOHNSON	52	LB	76
L. LATHON	57	LB	74
J. OLSAVSKY	56	LB	71
E. DIXON	52	LB	65
R. HOLMBERG	50	LB	64
M. ROYALS	3	P	93
T. HUTTON	4	P	80
R. ROBY	4	P	59
E REICH	14	QB	67
D. HOLLAS	12	QB	61
K. DETMER	10	QB	56
P JUSTIN	10	QB	57
S. MATTHEWS	11	QB	53
J. BAKER	7	QB	53
K. BYARS	41	RB	77
T. LESTER	34	RB	72
T. ALLEN	21	RB	68
C. LEVY	32	RB	63
H. WILLIAMS	22	RB	62
R. ZELLARS	45	RB	64
T. WHEATLEY	42	RB	57
R. HARRIS	29	RB	57
D. THOMPSON	28	RB	54
D MEGGETT	22	RB	55
W. WOLFORD	77	T	83
K. SCRAFFORD	76	T	80
G. BROWN	61	T	80
N. DAVIDDS-GARRIDO	76	T	69
J. DUNN	87	TE	66
L. PURNELL	80	TE	62
D. BROWN	86	TE	61
M. JACKSON	81	WR	84
B. STILL	80	WR	77
L. RACHAL	85	WR	70
R. PRESTON	88	WR	69
Q. EARLY	88	WR	69
A. COLEMAN	83	WR	66
B. BLADES	89	WR	66
M. CARRIER	27	WR	66

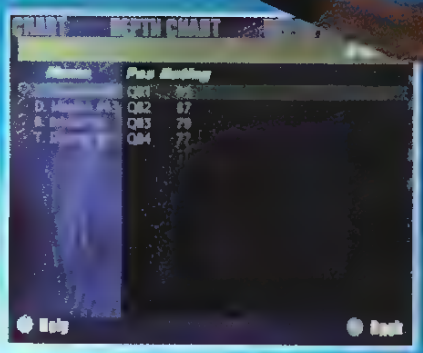
PLAYERS INC®

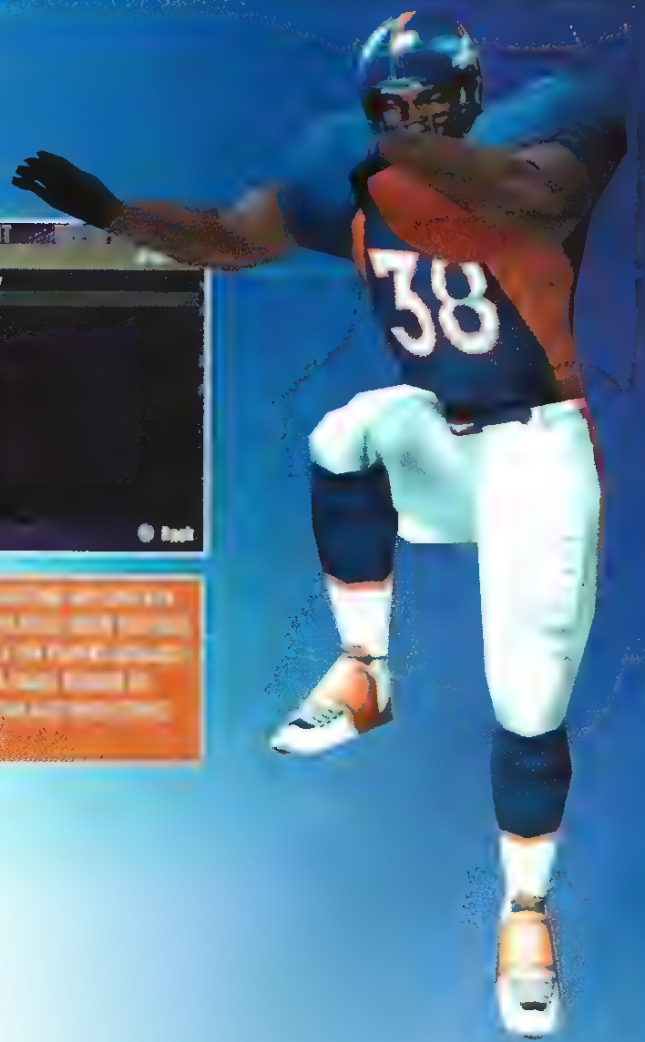
FANTASY DRAFT

TIPS FOR BUILDING YOUR TEAM

- Go for the skill positions first (quarterback, wide receiver, tight end, and running back).
- Defense comes second, because only the finest defensive players make a difference in this game. Offense will win the games during your Fantasy League Tournament.
- Alternate drafting offensive lineman while you pick up your defenders. A good offensive line helps your running and passing games.
- Kickers are a dime a dozen. You control whether you can kick the field goal, so picking up a stud kicker won't help. This is a last round pickup.
- Once you've got your front-line players, you can have the CPU finish out the draft. Do you really want to be drafting your third-string offensive tackle?







FOR [illegible] ON YOUR TEAM, SCOUTING SHOULD BE A PIECE OF CAKE.

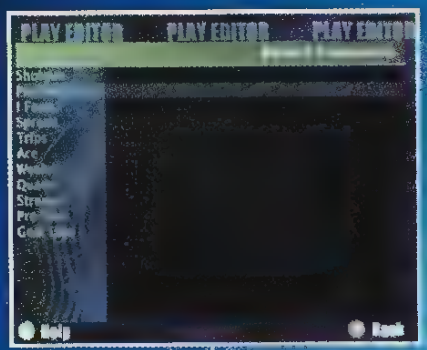
[illegible] GUYS WILL BE ALL-STARS.

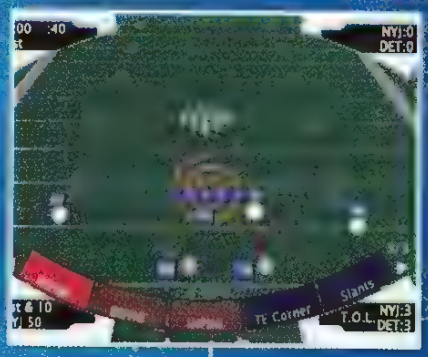
SEGA SPORTS

NFL 2K

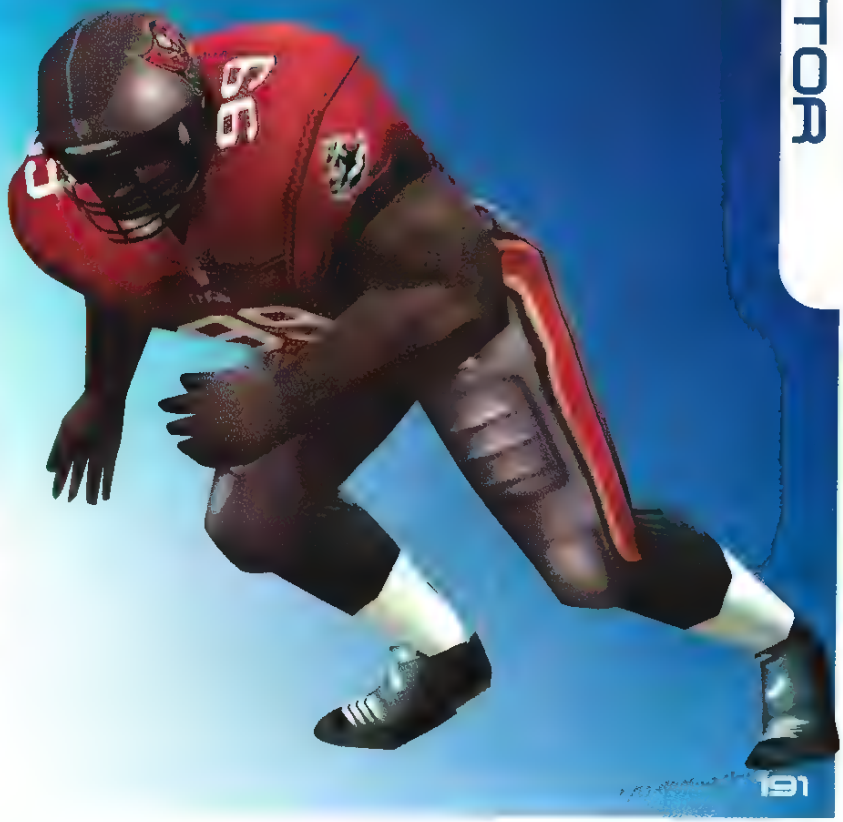
PLAY EDITOR

IS YOUR TEAM'S PLAYBOOK MISSING THAT ONE PLAY THAT WILL KEEP YOU FROM THE PLAYOFFS? WANT TO RELIVE ONE OF THOSE CRAZY SANDLOT PLAYS YOU HAD WHEN YOU PLAYED OUTSIDE WITH YOUR BUDDIES? WELL THEN SLIDE ON OVER TO THE CUSTOMIZE/PLAYS MENU AND GIVE IT THE OLD COLLEGE TRY.





... ON A PITCH TO THE RIGHT.



SEGA SPORTS

NFL 2K

CODES

GO TO THE OPTIONS MENU AND SELECT CODES TO ENTER THE FOLLOWING WORDS. ENTER THE CODE CORRECTLY AND YOU'LL UNLOCK THE SECRETS.

CAUTION
ONCE THESE CODES ARE ENTERED, THEY WILL STAY IN EFFECT UNTIL YOU RESTART THE GAME.

SQUEEKY

SQUEEKY ONLY AFFECTS THE AUDIO. THE COMMENTATORS WILL NOW HAVE A HIGH PITCHED VOICE.

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SCRAWL

SCRAWL CHANGES ALL OF THE TEXT IN THE GAME ... UNTIL IT'S A GOOFY FONT LIKE THIS.

TURBO

TURBO ENABLES A NEW SPEED ON THE GAME OPTIONS MENU. THE GAME PLAYS AT A FRENETIC PACE.

LARD

WITH **LARD** ALL OF THE PLAYERS ARE HUGE!

DEDMAN

DEDMAN ENABLES A NEW SPEED ON THE GAME OPTIONS MENU, JUST LIKE **TURBO**. THIS TIME THE GAME MOVES AT ULTRA SLOW SPEED.

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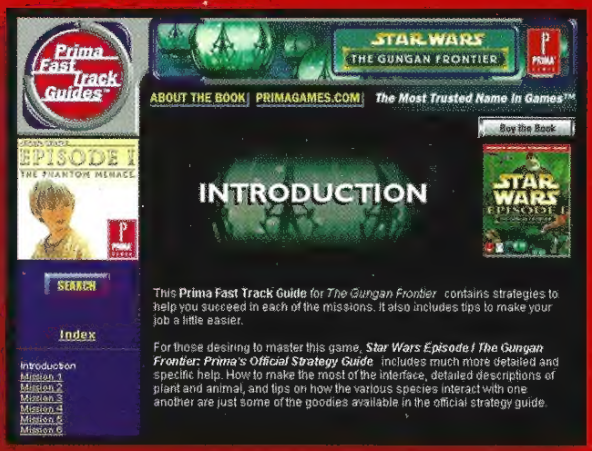

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